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**UNAUTHORIZED
SECRETS & SOLUTIONS**

Ian Osborne

幻想水滸伝

Become a
**Master of
Magic and Swordplay**
for All 108 Characters!

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Chapter Two

Working for the Empire

Your First Commission

You pick up a few interesting facts during your audience with the Emperor: Your father, a highly-respected general, fought with King Barbarossa in the wars of succession. You also get to meet Windy, the court magician. Your father is sent to the empire's northern border, where disputes with the United City-States of Jawstone continue.

tip

The king asks you to take over your father's duties in his absence. Do you agree?

? decision

As you start the game, your character (you choose his name, but in this book we will call him ("Hero")) stands alongside a taller, older man in what appears to be a castle. If you want to explore, do so now, before talking to the man. There's no real advantage in looking around at this point, but you can wander if you wish. You can't get to the King's chambers, though—the guards won't let you.

When you've finished exploring, return to the room in which you started and talk to the guy inside. This is your father, Teo. It appears you are to have an audience with the Emperor, a stern but fair man. As you finish speaking, a woman wearing a purple dress summons you for the audience—if you don't talk to your father, this doesn't happen.

Teo now takes you for the audience with King Barbarossa; the guards let you through.

The King sends your father on a mission to lead the forces guarding the northern border. After giving Teo his sword and his blessing, **Barbarossa turns to you**.

It doesn't matter what you say here—refuse, and the King thinks you're joking. When the audience is over, move south past the guards then turn east. Go north up the hallway and proceed downstairs to introduce yourself to your new boss, Kraze—your father points you towards his office, just south of the stairs.

Go inside and talk to Kraze. He's a disagreeable guy, but your boss nonetheless. He orders you to report to him the next day. After this, rejoin your father, who has as little respect for Kraze as Kraze has for you. Teo takes you home, where you meet your servant, Gremino. As soon as you are able, go upstairs and meet Ted, then on to your room (top floor, left bedroom) where he asks to join your entourage. Let him—refuse and he moans until you change your mind.

In the room opposite Kraze's office, there are two suits of armor standing against the back wall. Look at the armor in the top-right corner of the room. You find 100 bits!

tip

There's no need to talk to the characters downstairs at this point, but if you do, Cleo (in the left-hand room) tells you to knock before you enter, and Pahn (in the

middle room) is very sleepy—scare him if you wish. Gremio (kitchen, right-hand room) is making stew. You get the chance to pull his ears or tickle him, but again this has no effect on the game. Pahn and Cleo get annoyed if you look at the books on their bedside tables.

tip

Cleo

is recruited.

Weapon

Air Sword, level 1

He's only a temporary party member, though, and not one of the 108 characters you look for during the game. While here, you see the others heading for the dining room.

Ted seems keen on telling you a secret, but somehow never gets the time. Now go to the dining room and take your seat at the table. After the meal you (automatically) go to bed. Ted leaves for the north while you sleep. **Gremio** joins your entourage.

Look at your books—you can save the game using your diary. Now go down the stairs into the hallway, where **Pahn** and **Cleo** join you too.

Curiously, if you go into Ted's room and talk to him, he asks you to let him sleep. As soon as you try to leave the house, though, he joins you again, complaining you almost left him behind.

Return to the palace in the north and enter Kraze's office. After yelling at you for being late, he gives you your first job—an errand. You're to go to the magician's island from where you must collect astrological results from Leknait, sister of the court magician Windy. To make sure you were listening, Kraze asks you where the island is after offering directions. The correct answer is northeast of Gregminster, but it doesn't really matter what you say.

After leaving the castle and going down the flight of stairs, your party stands and discusses the mission. Pahn is disappointed—he was hoping for more than an errand. The others find the task exciting, especially Ted, who looks forward to meeting a Dragon Knight.

To find the Dragon Knight, move directly east of the place where you discussed the mission. Before you go, though, you might want to explore the town of Gregminster, finding where the best shops are. Talk to the townies, especially the flamboyant Milich Oppenheimer, found in the northwest corner.

When you've finished, go back across the drawbridge to the palace steps and east to talk to Futch, the Dragon Knight. After a brief squabble with Ted, he takes you to the island.

Gremio

is recruited.

Weapon

Axe, level 1

(attack 9)

Pahn

is recruited.

Weapon

Claws, level 1

Has the boar Rone

During the meal, Ted addresses all those present, offering further information on the characters. Gremio is your manservant, who has looked after you since you were a baby. Pahn and Cleo are asked to protect you, and Ted is identified as your friend.

tip

Magician's Island

Fetch lands you on the island, where he waits for your return. Work your way north through the forest. There are a few random monsters patrolling the area, but nothing too tough. Don't miss the treasure chest on the left-hand side of the screen, half covered by woodland. It contains Medicine.

A little further on is a fork in the track. Go right to the chest, where you find a Leather Coat, then return to the fork and go left. You now meet Luc, who summons a Stone Golem to test your fighting skills. The Golem is a rough customer who uses rolling boulders to attack every member of the party at once. He's the toughest monster you've faced so far, but you still beat it reasonably quickly, winning 1,500 bits. Luc then takes you to meet Leknaat. Enter her abode, going north up the narrow path, and climb the many flights of stairs until you find the seeress herself.

Follow her as she leaves for the room to the north, where she gives you the astral conclusions. Return to your friends where, after some conversation, Leknaat gives the fire crystal to Cleo and Luc teleports you and your friends back to the dragon knight, who flies you back to Gregminster. You see more of Leknaat and Luc later in the game. Before reporting to Kraze, go to the rune master and attach the fire crystal, and to the armorer to stock up on supplies. Do this whenever you arrive at, or return to, a town with money or crystals to use. You might want to return to your room and save your game.

Now go back to the palace and see Kraze. After taking the astral conclusions he gives you your second task: journey to Rockland, east of Gregminster, and find out why they've failed to pay their taxes. Look for their military commander Grady. An Empire official, Kanaan, is sent with you. He's your superior in the Imperial Guard, and a thoroughly obnoxious man.

Leave the town and press on to the east until you see a small settlement that looks like three towers and a well—this is Rockland.

Although Leknaat can see into the future, she says that the time to come is not unchangeable. You,

she continues, bear a huge burden in the flow of destiny. Your choices will

be painful and your experiences filled with sorrow, and she's no idea what the outcome is.

Some seer-

tip

Rockland

When you arrive in Rockland, talk to the villagers. You learn that Grady lives in the mansion at the northern end of the town. He seems extremely unpopular, as does the empire. You might want to use the armory, and other shops, and chat to a few citizens before proceeding to the commander's house.

When you're ready, proceed to Commander Grady's mansion. It's the two-door house at the top of the steps. The right door is locked, and as you go through the left one a guard orders you out. Grady's initial reluctance to see you evaporates when he's told you're from the Imperial Guard.

Grady explains that bandits have raided the town, making it impossible to collect and deliver taxes. He asks you to go into the mountains and capture the bandits.

Agree to Grady's request, then leave the town and head for the bandits' lair.

Do you help Grady and capture the bandit leaders?

? decision

When you get to Rockland, talk to the old lady you see just inside the town walls. She is Manco, and runs a cup-and-coin gambling game, which you can play whenever you wish. You get to bet 100, 1,000, or 10,000 bits. Manco places a coin under one of three cups, then moves them rapidly—to win you must identify the cup covering the coin. The more you bet, the faster they move. For a great way of making serious money on the game, check out the cheats section of this book.

tip

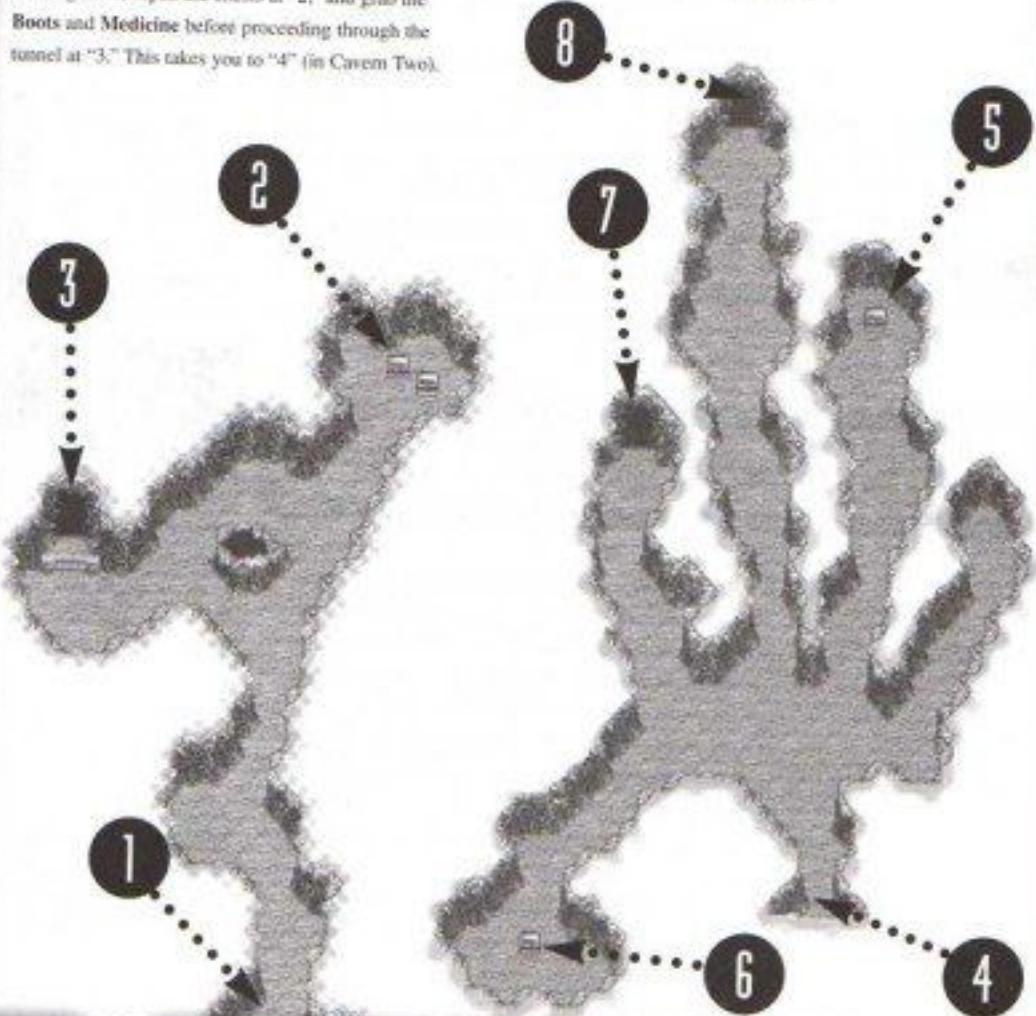
The Bandits' Hideout

Go to the mountain east of Rockland—look for the path leading into the mountain itself. This is the bandits' lair, Mt. Seifu. You meet wandering monsters here with alarming frequency, usually bandits or ants. Although this slows you down, you should fight as much as possible to build your experience levels. Walk up the path, through the bushland. After a talk from the ever-irritating Kanaan, you enter a cave.

Inside the mountain you find a complex of caverns.

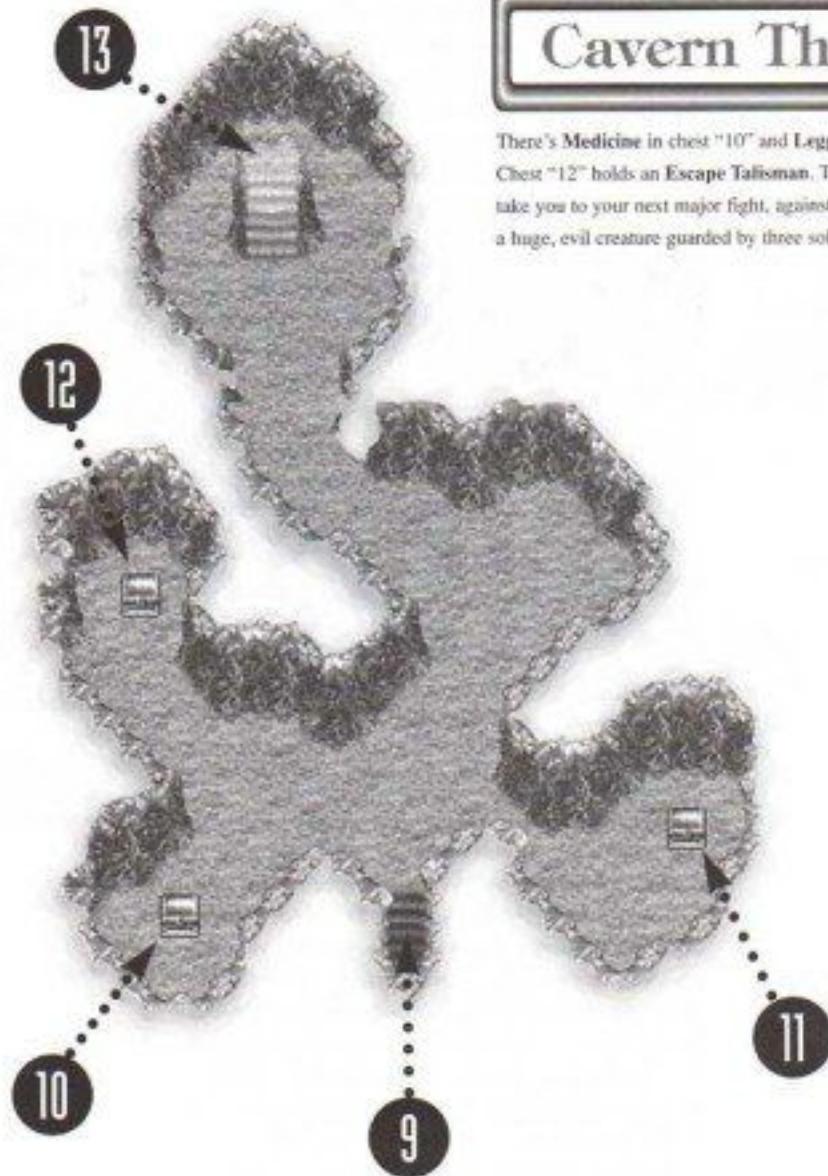
Cavern One

Starting at "1," open the chests at "2," and grab the Boots and Medicine before proceeding through the tunnel at "3." This takes you to "4" (in Cavern Two).



Cavern Two

The chest at "5" contains a Defense Rune Piece, with an Antique at "6." Door "7" leads to a chest containing 1,000 bits, while "8" leads, via a small chamber, to the stairs at "9" (in Cavern Three).



Cavern Three

There's Medicine in chest "10" and Leggings in "11." Chest "12" holds an Escape Talisman. The stairs at "13" take you to your next major fight, against the Queen Ant, a huge, evil creature guarded by three soldier ants.

The Queen Ant attacks by creating a hole under your party and making them fall, wounding every member with each attack. Fallen soldier ants are replaced each turn.

Don't even attempt to win this fight. Keep using your Free Will function, even as your troops fall. Don't use medicine on wounded characters either—it just prolongs the inevitable.

Eventually you fall back and assess the situation. She's obviously too powerful for you to fight, but Ted has an idea. He asks you if he can try it, but doesn't tell you what it is.

Do you go along with
Ted's plan?

? decision



You can't beat
the Queen Ant,
but Ted has
something
that can.

Whether you agree or not, he advances and traps the Queen in a dome of dark light, destroying her completely. Perhaps this is the secret he wished to share. He refuses to elaborate on the matter now though. Kanaan says, in a sinister fashion, "This must be what Commander Knoze was talking about." Whatever could he mean? Press on north.

The way ahead is fairly straightforward now, with a few wandering monsters but no forks or other route choices. Wind your way through the passages, picking up the **Thunder Rune Piece** in the chest found along the way. You leave the passages and return to an outdoor section near a save point, the blue sphere floating over a wooden block. Save your position, then climb the nearby steps and meet the bandit chiefs, Varkas and Sydonia.

Varkas the Whirlwind Axe refers to Kanaan as a "petty clerk" (perhaps they've met before), and calls your party "Imperial tax robbers."

He declines Kanaan's request to give himself up, and summons some bandit guards. Despite all his arrogance, Kanaan doesn't join in.

You quickly dispatch the bandits, and then take on their bosses. They offer surprisingly little resistance, and are soon defeated. After capturing them, take them back to Rockland. On the way down, you skip the journey through the tunnels.

Delivering the Prisoners

On returning to Rockland, if you go to the well where the children are playing before approaching Brady, you find them being bullied by Imperial soldiers. You can fight them if you wish. It doesn't affect the storyline, but what sort of a hero are you if you let grown men pick on small children?

tip

Go back to Rockland and return to Grady. He throws the bad guys in the dungeon and hands over 10,000 bits of tax money. Kanaan takes both the cash and the praise, and demands you return to Gregminster immediately. Do so. When you get there, Kanaan takes Ted with him to the palace, while the rest of the team are told to go home. Do so, saving your game there if you wish. Your weary team sit down to a sumptuous meal, a real change from the dried provisions eaten during their missions. Talk to them. Not only do they ask why Ted is so late, but they also comment on the bad things being said about the empire—as you may have noticed, who you serve is less than popular with the populous.

Go downstairs. You find Ted lying injured on the floor. You would have to be extremely mean not to help, and even if you do, your chums assume you're in shock and help Ted in themselves. Ted, it appears, is suffering from a magic wound.

Listen to what he has to say. You find out that the court magician, Windy, is crazed by power. She has chased Ted for 300 years, desperately trying to steal the cursed rune, Soul Eater, from him. Ted expected to be safe here in Gregminster, but using the rune in front of Kanaan was his big mistake—so that's what he meant when he said, "That's what Kraze had talked about." Kanaan must have been sent on the mission to watch Ted.

Windy attempted to take the rune once more when Ted was in the palace. Rather than give it up, he used it in the confines of the palace, causing his own wounds as well as injuring the witch.

Do you help Ted?

? decision

Do you agree to do Ted a favor?

? decision

When able to, leave the room and talk to Pahn, now waiting outside. He goes for medicine. **Ted asks you to do something for him.**

Agree—if you don't, he repeats the request until you give in. He then gives you Soul Eater, one of the 27 true runes, to safeguard against Windy's clutches. Ted goes on to say it was this he used to defeat the Queen Ant in Mt. Seifa.

A noise from downstairs sends your friends rushing to investigate. Follow them. Pahn, still loyal to his master Teo McDohl and the empire he serves, has returned with Kraze and the Imperial Guard. They demand you hand over Ted, who enters and offers to surrender while you get away. **You're asked to decide whether to accept his offer or defend him against the guard.**

Do you escape and leave Ted?

? decision

There's no point being noble—he won't take "no" for an answer. Eventually, like it or not, you have to let the guards take him.

You escape through the kitchen, and are now a fugitive from the Empire. Walk through the rain to the inn. You can't miss it—it's the only unlocked door in town.

On the Run

Viktor

is recruited.

Weapons

Tai Sword, level 3

The woman who runs the inn is a friendly soul. She doesn't ask too many questions, and allows you to hide there without paying. Walk down the stairs to the ground floor where you can save your game by talking to the innkeeper, Marie. **Now talk to Viktor;** sitting on his own in the dining area—he's the one not wearing armor. He hasn't much to say at this point in time.

Walk out of the front door—you bump into some guards. **You're offered the choice of arguing with them or trying to remain inconspicuous.**

It doesn't matter which option you pick, the result's the same. You and your friends are recognized by the guards, but saved when Viktor approaches and argues fugitives wouldn't have remained in the town.

Do you abuse the guards?

? decision

Do you promise to go to Lenankamp?

? decision

You leave with your new friend, a slippery customer. He only helped you so he could leave the inn without paying his bill! When he walks off, follow him to the beach and talk. **He offers to help you out, but only if you do something for him first.**

Walk to the town gates. Viktor gets you out by stealing Gremio's wallet and bribing the guard, then **asks you to go to Lenankamp.**

Tell Viktor you've never heard of it, and he explains it's south of Gregminster. Proceed in that direction.

Do you trust Viktor?

? decision

Rendezvous With the Rebels

First of all, explore the town—always a good idea when entering a new settlement. There's an armory here, as well as a blacksmith who can upgrade your weapons to level five. If you used the cheat (see the appendix) when playing the coin-cup game in Rockland, you should have plenty of money.

Go to the inn in the north of the town. After being shown to your room, some more troops arrive looking for fugitives. Your suspicions that Viktor has betrayed you prove unfounded.

You're offered the choice of fighting or running. It doesn't matter which you pick. Before you can put your plans into action, a woman called Odessa appears from a secret passage under the clock in the corner. So that was why the innkeeper put you, "friends of Viktors," in the "best" room! Escape into the hidden passage along with fellow Odessa. You meet Viktor once more, along with some very interesting people—the rebel army!

Do you fight the guards?

? decision

Chapter Three

Running With the Rebels

The Rebel Army

Do you join the Liberation Army?

? decision

Do you admit you captured the "bandits"?

? decision

After being introduced to the rebels (in the hidden passages under the inn, in Lenankamp), a conversation ensues.

You're offered the chance to join the rebel (or "liberation") army.

If you agree, there's some debate as to whether they want you. Either way, the decision is left in the air. When you get back control of the party, walk to the steps which brought you here. You find a stricken rebel, and he's got something to say.

The "rebel" is, in fact, one of the Mt. Seifu bandits, who are allied with the rebels only because they are against the Imperial Guards. The bandits are very unpopular because they levy hefty taxes on the surrounding towns. He complains that their bosses have been captured and handed over to governor Grady, who tied them to posts and left them to die. As Cleo points out, execution without trial is illegal, even in the Empire. As you know, it was your party that captured the bandit chiefs. But do you admit it?

It doesn't really matter; either way you're sent to rescue the unfortunate captives and punish Grady, who has overstepped his authority. Viktor joins the party on a more permanent basis. Don't forget to reconfigure your formation—Viktor can't attack from the second row, but Cleo can.

Return to Rockland. The easiest way to find it is to go north until you reach Gregminster, then go east. You see the bandit bosses tied up in the grounds of Grady's mansion. Talk to the guard—he won't let you in, so Viktor comes up with another plan. He sets fire to the mansion!

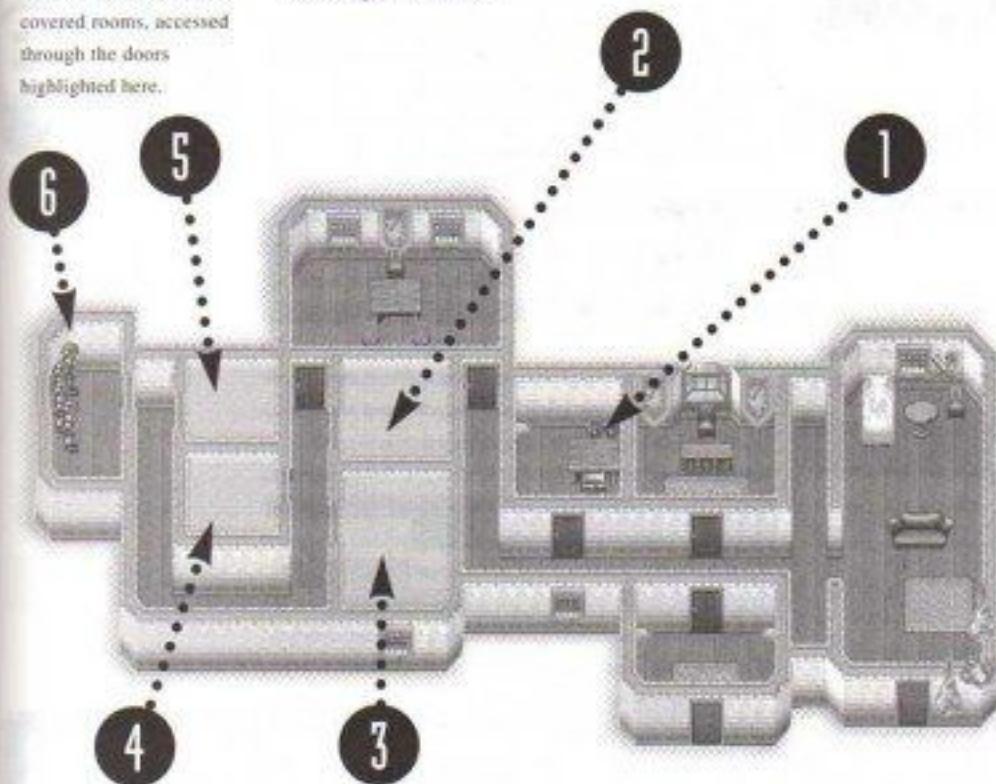
Go in. The occupied rooms are easy to see—if you've upgraded your weapons, you should have no difficulty dealing with these Empire soldiers.

Grady's Mansion

1. The chest in the room marked "1" contains Medicine. Don't miss the covered rooms, accessed through the doors highlighted here.

2. Three Empire soldiers, an Empire captain and a chest containing Brass Armor.

3. A chest holding an Antique.



4. Three Empire soldiers and an Empire captain.

5. Two chests: 1,700 bits between them.

After defeating the final group of soldiers at "6", go through the west door. Free Varkas and Sydonia (talk to Varkas—the rest is automatic), then head back the way you came through Grady's mansion. On your way to the main door, you meet the governor himself. He isn't pleased.

Walk too close to the burning section of the mansion and Viktor says: "Duch! Better watch those flames."

tip

Surprisingly, he doesn't reveal himself as a mega-powerful super-demon and treat you to a boss fight. He just runs away! Leave the building and go back to Lenankamp. Return to the hotel and go back down the passage (walk into the clock and press Φ). Talk to Odessa. She asks you to take the blueprints for the Fire Spear to the rebel headquarters in Sarady, beyond Mt. Tigerwolf.

Although still a member of the Imperial Army, you must agree—if you don't, the storyline won't develop until you change your mind. Opt to undergo the mission and Odessa joins you, but only on a temporary basis—she's not recruited.

Your journey takes you over Mt. Tigerwolf, found to the northwest of Lenakamp, over the footbridge.

Do you accept the mission?

? decision

Mt. Tigerwolf

Do you stay with Ledon?

? decision

The journey through the mountains isn't as complex as it looks. The pathways offer no real choice of where to go, so what looks at first like a complex maze, is in fact a simple walking exercise. Open any chests you find on the way. You eventually meet an innkeeper, Ledon, who offers you shelter for the night. Agree to spend the night there—if you don't, the rest of the party overrules you. Ledon offers you some tea, which your companions complain is very bitter.

Don't bother refusing—Ledon offers it until you accept. If this isn't annoying enough, the tea (a special blend, "robber's tea") is drugged. The game forced you to make two bad decisions. The party falls asleep and the innkeeper tries to rob you. Luckily, a guy called Kessler arrives and recognizes Odessa. He appears to be Ledon's boss. Pleading for his life, Ledon offers you a free room for the night. When you've rested, get up and talk to your hosts. Every day you learn a little more about the tyranny of the Empire and popularity of the rebels. Your party soon joins you. Leave the inn, and make your way north through the mountain. The rest of the journey is similar to the first leg: monsters, treasures, and no choice of pathway. The village of Sarady lies in a box-canyon, just past the mountains.

Do you accept the tea?

? decision

Sarady

Go into the inn (the building nearest the steps—there are no signs outside it), rent rooms for the night, and wait for the messenger. During the night, Odessa wakes.

Go out to talk to her through the door in the southern wall of the bedroom.

Again, the options offered during the conversation have no effect on the storyline. She talks of her heavy responsibility of leading the rebellion, and (even if you said you would return to the Empire) lists the members of the rebel army. You wonder how they've survived this long with such indiscreet members. She goes on to offer her name as Odessa Silverberg, and says her father also fought alongside the Emperor in the wars of succession. She too was brought up as an Imperial aristocrat, but became disillusioned with the injustices and corruption which curse the Empire. Eventually the messenger Kage arrives, wearing a face mask to conceal his identity. Even so, he introduces himself and names his master without inquiring as to who you are. Odessa tests him by asking about his master's non-existent pigeon. Kage passes, takes the document, and departs. You return to bed for the rest of the night. There's nothing more to do here—explore the village if you wish (the hardware shop sells water crystals for 7,000 bits), then return to the hideaway in Letuskamp. The monsters you meet along the way are by now easy sword fodder.

Do you let her tell you
"something?"

Do you want to return to
the Empire?

? decision

Discovered!

On returning to the inn in Leduskamp, you find the innkeeper lying on the floor injured.

"The Imperials," he explains, "discovered the hideaway."

Deal with the Empire soldiers you find there. You're too late to save Odessa, though. She ran on ahead and was attacked by the soldiers while protecting a small child.

Do you throw her body in the stream?

? decision

As she fades from life, she makes two requests: that you take her earring to her brother Mathiu in the village of Seika, and that you throw her body into the stream, so that her death remains a secret.

She does not want her remains to be found, as she feels her death would demoralize the Liberation Army. If you refuse to dispose of her corpse in this way she keeps on at you until you give in and agree. Odessa then dies, leaving you to journey to Seika, through the Fortress of Kwaba.

Deliver The Earring

The gates to the Fortress of Kwaba can be found directly south of Lenankamp. You enter, and decide on fake names to offer the guards. You get to choose yours—it doesn't matter which you pick. Gremio gets you through the gates by being rude to you. Ain Gide, the guy in authority here, thinks the son of a great general wouldn't be dressed as a beggar and certainly wouldn't allow himself to be abused like this. Once inside, **Gremio begs your forgiveness**.

It doesn't really matter what you choose, but as he's just saved your life a little forgiveness is the least you can offer. Talk to Chandler, the guy in the red hat standing inside the gate. You can recruit him later in the game.

After you pass the gates, press south. The wandering monsters are a little stronger here, and include flying squirrels, who cause considerable damage by taking your party by surprise.

In the inn you meet Marie, the woman who harbored you in Gregminster. She's been found out and has fled to Seika. Luckily, she bears you no ill will. There are several other characters worth talking to here. Antonio the chef wants his own restaurant, and one of the citizens thinks Odessa survived the attack on the Liberation Army's HQ—it seems her plan worked. Save the game if you wish.

Chandler describes himself as "an idle peddler," traveling here and there in search of profit. "One day," he says, "he'd like his own store." Could he be of use to the Liberation Army? You find out later in the game.

tip

Do you forgive Gremio?

? decision

The water crystal is available in the hardware store—the price is 7,000 bits. Talk to the people in the town. Talk to the guy near the steps—he says Mathiu lives in the house at the top of them. Mathiu's gone for a walk, or so the children inside say. Leave the house and talk to the guy near the steps again. He's Mathiu!

He seems less than sympathetic about the Liberation Army's cause, though he is noticeably upset when he realizes Odessa's dead. He refuses the earring and asks you to leave before walking away and entering his house. Follow him there—again, he sends you away. Leave and walk down the stairs. Your party stops and discusses the situation. Viktor complains Mathiu makes him sick, and Odessa agrees.

While you're talking, Imperial soldiers walk into Mathiu's house. Follow them. They address him as Mathiu Silverberg and order him to rejoin the imperial army—apparently, he's a military doctor. When he refuses, they threaten to send a small child, a friend of his, down the mines as a forced laborer. You're then faced with a decision—**do you help, or do you wait?**

Choose to help. If you don't, the game forces you to fight very soon afterwards anyway. When asked to identify yourself, choose either option—it makes no difference to the game. A battle breaks out, your party versus the Empire soldiers.

You should defeat the troops without difficulty. Return to the house and talk to Mathiu. He recognizes you. Gremio discovers that he's called "Silverberg," as was Odessa—he explains he's her brother. He's turned his back on war, deciding he would rather be considered a coward than see people die again because of his actions. After the events of today, though, he realizes people are dying because of his inactivity too. **He says you should keep the earring,** as it holds a map showing the location of the freedom fighters' army headquarters. Whoever holds it must lead the army.

Agree to keep it and take the leadership. You're advised to find new headquarters and recruit people who are disillusioned with the empire. He points you to an abandoned castle in the middle of Lake Toran. You're told to head for Kaku, a town on the shores of the lake, but won't he join you at present. Move southwest to Kaku—follow the shoreline.

Do you help Mathiu?

? decision

Do you keep the earring?

? decision

Kaku

The blacksmiths here can upgrade your weapons to level five, and the hardware store sells the Holy Crystal for 5,000 bits. You can get it attached back in Seika. Explore the town, saving at the inn if you wish, and talk to everyone you find. You discover the only person who can take you to over the lake to the castle is Tai Ho. He alone is brave enough to face the monsters who reside there.

Go down the stairs to the south, east along the bank, and up the second set of stairs into the bar. Talk to the people in there. One of them, Camille, is owed money by Gremio. A short sequence follows, and she joins your party.

Talk to the barmen—Tai Ho is down the stairs in the cellar. Talk to him. He agrees to take you to the castle if you beat him in a betting competition. Agree to take part.

There are several interesting people in the town of Kaku. Meg is looking for her uncle, Juppo, and Sergei the frustrated inventor has a prototype elevator. An old gent tells you only Tai Ho would be deaf enough to sell to the dark, foreboding castle.

tip

Camille

is recruited.

Weapon

Calm, level 4
(attack 9)

Dicing With Tai Ho

Before you start, make sure you've saved the game at the inn. This way, if you lose you can restart and try again, instead of looking for more money and coming back (the bet has to be for all your loot). The rules are as follows: "This is a game where you and I throw dice. The one who throws the bigger number wins, of course. You throw three dice at one time, and if two come out the same, the number on the third is your score. Two of anything except 1, as well as 4-5-6, are lucky numbers. Two 1's and 1-2-3 are unlucky. Three numbers that are the same is called a storm. Three 1's is very unlucky—you have to pay triple. A storm with other numbers is very lucky. You get paid triple the normal amount. If you fail to throw a hand in three tries, or if your dice goes out of bounds, you lose."

You decide where in the cup the dice are thrown by pressing \diamond as the red triangle arcs from left to right.

Keep going until you win. If you save and restart every time you lose, you avoid some harsh delays.

After winning the dice game, follow the two gents to the wooden jetty—you can't miss it. Speak to one of them and you're ferried across the water. You don't have to steer—the boat moves automatically. When you arrive, Tai Ho joins the party.

Yam Koo stays near the ship—you can return to Kaku by talking to him.

Tai Ho

is recruited.

Weapon

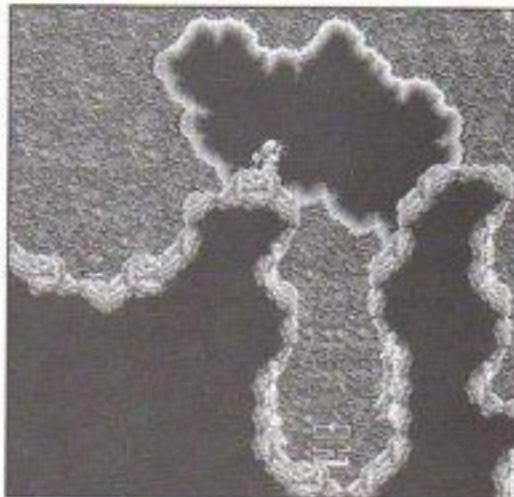
Satsuki, level 3

In the Castle of Toran

First of all, go around the steps in front of the entrance cave to find a chest containing mega medicine. Ignore the boulder blocking the doorway.

Pick your way through the cave system. The route is fairly straightforward, with few choices to make. Dead ends usually contain treasure chests anyway. The monsters are getting tougher, though, so get ready for some serious fights.

This chest appears inaccessible because part of the pathway is hidden. Walk where shown, though, and you can reach the treasure.



Some chests in this area seem inaccessible, the way forward being blocked by a huge hole. You usually find there's a pathway hidden by an outcrop of rock. Walk close to the edge of the hole (you can't fall in) and you should find it.

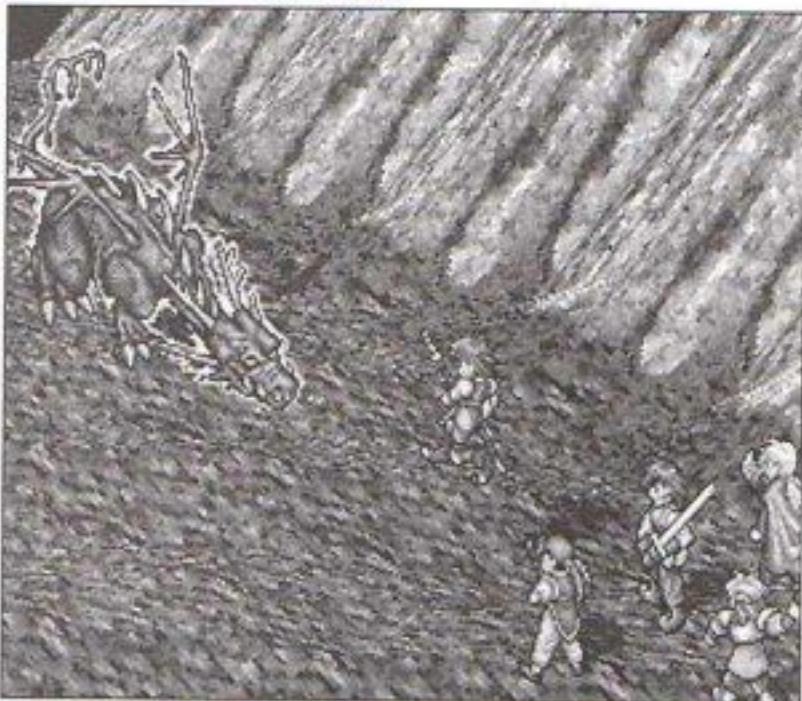
tip

SUIKODEN: UNAUTHORIZED SECRETS & SOLUTIONS

Eventually you reach a save position, the "blue sphere" type—a sure sign there's a boss fight soon. Equip and heal your characters before you save your game, this way you won't have to do this again every time you reload.

The first chest spotted after the save post is again apparently inaccessible. In fact there's a hidden tunnel leading from the main passageway to the chest cave. Walk into the wall toward the chest and you go right through.

After walking through a few large open areas (your future home) you soon meet the major monster—a huge Zombie Dragon,



The first boss character you fight is the Zombie Dragon. It's the toughest creature you've yet faced, but far from unbeatable.

His icy breath strikes all party members, and does considerable damage. Prepare your best spells and use medicine, instead of attacking, where necessary. If you find you can't beat this boss enemy (this is far from unlikely), go back to the town and wander around the wilderness, fighting wandering monsters to build your skill levels.

You can also return to towns already visited and upgrade your weapons as well as buy armaments. Don't neglect to enchant your weapons using rune fragments either—a blacksmith can do this.

Luc*is recruited.*

Weapon

Wind Rod, level 3

When you win, you're given the Lightning Crystal. You deserve it—this was a tough fight. As the dragon dies, the fog clears, and the Castle of Toran is yours. You even get to name it yourself.

You're now joined by Leknāat, who gives you a stone tablet on which to inscribe the names of those who have joined you, and her top apprentice **Luc**, who joins the army. **Mathiu** also arrives, and **Yam Koo** becomes a permanent member.

Mathiu advises you to recruit Lepant, from the town of Kouan. He also asks you whether you want to change your party members—you can take up to five people with you. Come to him whenever you wish to restructure your party. Have a look at the stone slab too—you can read up on army members here. The castle is rebuilt and extended as the story progresses, but get used to its layout before you leave. The exit is south of where you met the dragon, which now appears to be some sort of dungeon.

Go back to the boat and return to Kaku. This time you're given control of the boat. For now, sail due east to Kaku and save your game.

Mathiu*is recruited.*

Weapon

N/A

Yam Koo*is recruited.*

Weapon

Uranami Spear, level 3

Chapter Four

Building an Army

The Recruitment Drive

Now that you've got your castle, you can really start recruiting. As you tackle your next mission and look for Lepant, you should revisit the towns you've already explored and recruit the characters you couldn't take with you before you founded your castle HQ. As you've just landed in Kaku, this is as good a place as any to start.

Kaku

Outside the inn is Meg. She won't join your party because she's looking for Juppo. Come back and recruit her when he's with you.

Return to the bar; remember, it's up the steps east of the jetty. Talk to the inventor Sergei, the guy in the long brown coat. **He joins your party.**

He then leaves the bar, heading for your shiny new castle to build his precious elevator.

Downstairs you find Gaspar. Talk to him. You can't recruit him yet, but make a note of where he is.

Sergei*is recruited.*

Weapon:

Wrench, level 4

Seika

There are two potential recruits in the inn at Seika. First talk to your old friend Marie, the plump lady who sheltered you back in Gregminster. **She joins as a cook.**

Marie*is recruited.*

Weapon:

N/A

Now talk to Antonio, the bearded chef in the white uniform. He won't join you yet, but remember where he is—when the army grows and Marie complains she needs a chef, go and fetch him.

Enter the house near the steps to the school building where you met Mathiu. **Talk to the woman in the blue dress, Onil.** She joins your party.

Like all new recruits, she heads for the castle. Now you must leave town and head north to Kwaba, the gates in the fortified wall.

Onil

is recruited.

Wingspan
N/A

Kwaba

Talk to the guy in the red hat. Remember him? **This is Chandler, and he joins your group.** Your band of merry soldiers is growing by the minute. There are plenty more to come, but as the way north through the gates of Kwaba is blocked, it's now time to head for Kouan and find Lepant.

Chandler

is recruited.

Wingspan
N/A

Looking for Lepant

From your current position in Kwaba, head southwest to find Kouan. Talk to the guy near the town gates. He says the town only survives because of Lepant. Explore the town if you wish—there's an armorer in town, and an appraiser to the north up a couple of flights of stairs.

Look for the sign showing a magnifying glass outside the door. Here the appraiser will (for a small fee) value any antiques you've found (objects listed as a question mark followed by a vague description, e.g. "? Dish"). If you wish to sell, he buys them from you.

Lepant's house is the one with the fortified wall around it and a guard on the door. Talk to the guard. He says Lepant is not free to see you at present, and isn't optimistic about when this situation will change. It seems he's not seeing anybody for the foreseeable future. Now go to the inn.

The woman in the blue costume is Lorelai, a fierce warrior. You can't recruit her until your level is fairly high. Chances are you won't be ready for her yet. The overweight gent in the same room, Krin, is more forthcoming. **He offers to tell you his plan to see Lepant.**

Do you listen to Krin?

decision

If you wish to explore the town further, refuse and come back when you've finished. If not, agree to hear him out. It seems that Lepant won't see visitors as he doesn't want to get involved with people like yourselves, rebels who defy the Empire.

Lepant, the man continues, treasures two things above all others: his wife and the great sword Kirinji. Krin suggests you steal the sword and force him to pursue you. Krin leaves for Lepant's house, asking you to wait a while then follow. As soon as you regain control of your character, leave for Lepant's house. Krin is standing near the wooden crates between the steps and Lepant's wall. Talk to him. He ties a rope to the tree overhanging the wall. You climb onto the roof, but he doesn't follow—his job is done.

Walk left to the hole in the roof, where you see the top of a ladder. Climb down the ladder and explore the rafters. Open the treasure chest to find **Shoulder Pads**, then leave by walking south from the chest, down the second ladder and into the room. Watch out for robot guards, who are extremely tough and immune to sleep spells. Leave by the south door then continue into the room with two chests. Talk to the man here—this is Rock, a warehouse guard. Recruit him.

The chests contain **Medicine** and **700 bits**. Leave the room and go through the right-hand, east-facing door beyond it. You're in the robot maze!

Rock

is recruited.

Weapons
N/A

Robot Maze



The robots here walk toward you if you get too close, sending you back outside the door if they touch you. However, they can't see very well—unless you walk directly in front of them. They ignore you anyway. The chest contains a **Counter Crystal**. When you've grabbed it, go for the door in the north. The best route through the maze is shown here.

There's a **Speed Rune** piece in the chest you see as you leave the maze room. After this, go down the stairs found to the south.

There are several more easily-found chests, containing a **Fire Rune Piece**, **Leather Armor**, **Medicine**, and **White Paint**. The guy in the silly red bobble hat is Juppo. Talk to him, then go through the north-facing door and play the roulette game.

The Roulette Game

The idea of the roulette game is simply to reach the opposite walkway. Press \diamond to stop the wheel spinning. The items on the wheel are fairly self-explanatory, and include monsters to fight, how to gain or lose experience, and random treasures.

The game is fairly simple—just let the wheel slow before stopping it. Beat the game and move on.

Through the north door there's a corridor leading to a room. Go in—you find the sword. Take it and leave the same way you came in (the front door is locked). Talk to Krin, and you're automatically sent back to the inn. He offers you some tea, but you're wise to this trick by now. Viktor demands Krin drink it first.

Lepant arrives unexpectedly soon—Krin betrayed you, hoping you'd be captured in your sleep. **He demands you return the sword.**

If you hesitate, the rest of the party mention him for you. Lepant is now far more sympathetic, but still wants his sword. What do you do?

Take the second option, or the options are offered again (and again, and again, and again). As you return the sword, a messenger arrives. He tells Lepant the new Military Commander has taken his wife. Lepant runs out—follow him. He's outside the Commander's door, to the northern end of town. The new Commander, it seems, is Kratz! Lepant demolishes the guards on the door and runs inside. Again, follow him. The chase ends with Lepant challenged by a large number of Imperial troops.

He joins your party—if you've already got six members, you have to let someone go. You've no time to change your formation and he attacks at short range, so make sure he doesn't replace someone on the second row.

Do you ask for help or return the sword?

? decision

Lepant

is recruited.

Weapons

Kirinji, level 5

When you've beaten the enemy, go upstairs. When faced with two doors side by side, behind the left-hand door there's a chest containing an **Antique**. The right door leads to Kraze! He's not amused—thanks to you he's been reassigned to Kouan. He summons more soldiers—wipe them out.

After this battle, Kraze hides behind Eileen and calls forth an old friend of yours—Pahn! Although asked to capture your party, Pahn is so disgusted by Kraze's actions he rushes forward to defend Eileen. **But what do you do about Kraze?**

For once you're not forced into a decision—this one's your call. Take your pick, depending on how kind-hearted you are.

Lepont joins the army on a permanent basis, and leaves for your castle **along with Eileen**.

Now talk to Pahn. He asks you to forgive him and let him rejoin your squad.

Forgive the errant fighter and leave the house, grabbing the **Water Rune Piece** from the chest in the southwest room on the way down. Now is as good a time as any to save the game.

Do you let Kraze go, or slaughter him?

? decision

Do you let Pahn rejoin?

? decision

Eileen

is recruited.

Weapons
N/A

More Recruitment

Kai

is recruited.

Weapons
Conjurer's Staff,
level 8

Now that you've finished in Kouan, it's time to go on to another recruitment drive. Leave the town and travel west to the heavy stone bridge—this is Gaman. Imperial soldiers stop you from crossing the bridge, but before you reach them **you meet Kai, your old martial arts tutor**. Talk to him and he joins your party.

Kai is especially useful to you as if he's with you he can unite with the main character for devastating master/pupil attacks which damage every enemy you face. For details on more united attacks, check out the appendix at the end of the book.

Now go back to your castle for some rest and recuperation.

Chapter Five

Genocide of the Elves

The Land of the Tree Dwellers

Varkas*is recruited.*

Weapons

Lightning Hatchet
level 5**Giovanni***is recruited.*

Weapons

N/A

She does not leave the castle

Do you throw a feast?

? decision

Having battled your way through hordes of screaming fiends, and fought against your former boss, you sure could use some relaxation. Go back to your castle—you know the way by now. It's changed since you were last there. Serge has built his elevator, Rock has his stoops where you can leave items for later use, and Juppo has a laboratory in the basement. Best of all, when you reach the first floor you meet **Varkas** and **Sydonia**, who wish to join the Liberation army.

Giovanni and **Onil** are also here, as is **Krin**.

The former bandit leaders are looking for Odessa, but Mathiu tells them she's gone north on a mission, and you're the leader in her absence. **He suggests holding a banquet.**

You might as well agree—if you don't, your buddies overrule you and you have a banquet anyway.

Leave the banquet hall—an assassin tries to take the Soul Eater rune from you. You fight this baddie alone. He's immune to your rune magic, so don't even try to use it here. After he's taken a couple of hits, the assassin casts a spell. Your friends finally leave the party, though the assassin escapes. Now go to bed while Pahn and Gremio stand watch. If you wish to save the game, go and see Marie on the first floor—she's founded a new "inn", enabling you to rest or save in the castle itself.

Now go to Mathiu and organize your party. Make sure you take Juppo with you for this trip. Head for the boat.

As you reach the jetty, you see a new character lying exhausted, having swum to the castle. **This is the elf, Karkis.** He says the Great Imperial General Kwanda Rosman is trying to exterminate his race. He asks for your assistance.

Sydonia*is recruited.*

Weapons

Ryuiseisai, level 6

Krin*is recruited.*

Weapons

Needle, level 2

Karkis*is recruited.*

Weapons

Light Bow, level 5

Meg*is recruited.*

Weapon

Assassin's Dagger,
level 6

If you've already six party members, one of them must be dropped to make room for Kirkis. Your task is to lead a reconnaissance mission into elven territory, ahead of the main Liberation forces. His village, he says, is called Forest Village and lies southeast of Kouan, on the eastern edge of the forest.

First go back to Kaku and talk to **Meg**, found near the inn. She recognizes her uncle, Juppo, and asks to join the Liberation Army.

Save your game at this point. Now go to the bar and speak to Gaspar, found in the cellar. Agree to his offer of a gambling game. It's the dice contest you played with Tai Ho.

You must win 5,000 bits from him to win. Play until you win, returning to your saved position and starting again if your losses are too heavy. When you beat him, **Gaspar** joins the Liberation Army and heads back to the castle where he finds his own mini-casino.

Gaspar*is recruited.*

Weapon

N/A

The Forest Village

Maas*is recruited.*

Weapon

Wooden Hammer,
level 3

Now press on to Forest Village. You've met on the steps by a guy who runs away when he sees Kirkis. The elf explains there's a hidden elf trail up ahead.

Before you look for the trail, explore the town. The blacksmith, **Maas**, wishes to join you.

He's replaced when he leaves for the castle, so you can still use the blacksmith's forge later. Enter the house behind the blacksmith to find **Sansuke**. Recruit him too.

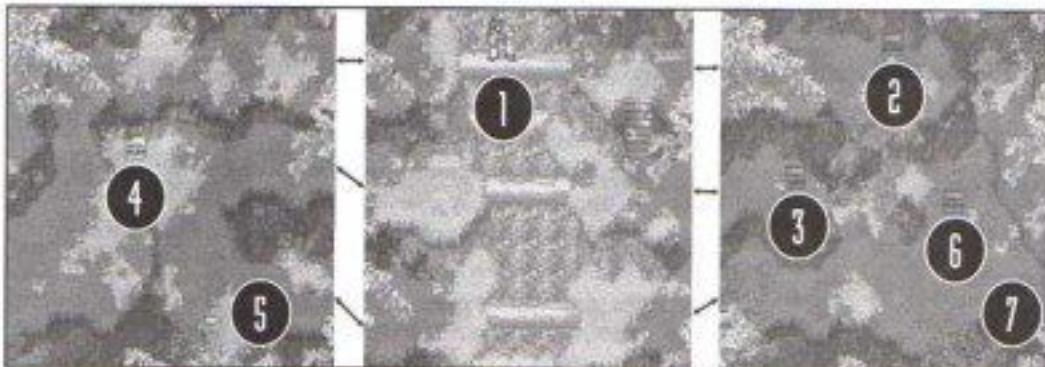
Now look for the passage. It's not hard to find—go to the right-hand side of the village, opposite the hardware shop. The monsters you meet here are particularly strong, so we suggest you save your game at the inn before you walk through it. You arrive in the elven maze.

Sansuke*is recruited.*

Weapon

Long Saw, level 5

Elven Woodland



1. Here you meet a new character, Víki. Recruit her.
2. Chest containing Gauntlet.
3. Chest containing Escape Talisman.
4. Chest containing Needle.
5. Chest containing Water Rune Piece.
6. Chest containing Fortune Rune Piece.
7. Leave here.

Keep going east until you get to the Kobold Village, where the buildings look like kennels. Kirkis is confused—where have all the Kobolds gone? Kuromini the dog warrior knows. He arrives and tells you that humans took all his friends. Something happened—Kirkis suggests moving east to the elves' village. Before you do, explore the town. There's a hardware shop and an inn, but they're all deserted. Leave town and head southeast to the Village of the Elves.

The Village Tree

At the foot of the tree is a save sphere. Use it. Now climb the ladder and listen to Valeria talking to the elves. She says someone called Kwanda is planning to exterminate them and burn their forest home. The elven chiefs won't listen and lock her up.

Explore the town. There's some great equipment on offer at the armorer's. Talk to the elves in the smaller houses to get some idea of what's going on. It seems Kwanda lives in the castle to the south, and the elves (who aren't used to losing) are at war with them.

In the large house to the north of the town, Sylvina talks to Kirkis, arguing he should have taken her with him. Now talk to the old elf, Kirkis' grandpa. He's angry with Kirkis too, for leaving the village without his permission. Grandpa says the elves don't need human help to defeat Kwanda, who's human himself. It seems the elves are too arrogant for their own good. The old man has his helpers lock you in the dungeon.

In the dungeon, talk to **Valeria, the rustic woman**. She's a former Imperial officer who betrayed the Empire to help the elves, but they didn't believe her tale and locked her up.

The blue elf also imprisoned is Stallion. He's locked up for running away during Kwanda's attack. Walk to the cell gate on the right and Sylviba releases you. Valeria says the dwarves are bound to know what's going on regarding the Burning Mirror and suggests you go there to seek help.

If you don't agree, you're overruled. Kirkis, a politically correct elf, won't believe dwarves eat elves—"that's just a nasty rumor." Escape and leave the village. Valeria joins, so you have to reduce your party by one member.

Valeria says the man in charge of this region is the Great General Kwanda Rozen. He's commissioned a terrible weapon to exterminate the elves, a device called the Burning Mirror. She's not sure what it is, but she's heard it can burn the forests, home to Valeria as well as the elves. The weapon is not yet completed, but the elves won't even believe it exists.

tip

Do you agree to this suggestion, or go back to the castle first?

decision

Valeria

is recruited.

Weapons

Seven Star Sword,
Level 7

In the Land of the Dwarves

Head northeast to the Dwarf Trail, and follow it. The first chest you see contains a **Feather**, and the pathway to it is hidden by a tree, which you must walk behind. The same is true for the second chest, holding a **Karate Uniform**. As the path splits, first go left for a chest holding a **Sacrificial Buddha**, then return to the fork and go north. You soon reach two rope ladders. At this point go east and open the chest for a **Killer Crystal**. Now use the left-hand ladder—you get a chest containing a **Guard Robe**.

When you've finished, go up the right-hand ladder and pick your way through the mountain path, grabbing treasure on the way. You eventually meet Karomimi again, who says he's looking for a sickness cure. He still hasn't forgiven humans, though—he doesn't stay to chat.

The next thing of note encountered is a save sphere. Use it as you never know what's ahead.

Village of the Dwarves

First of all, explore the town. There's some cool equipment in the armory, and the blacksmith can upgrade your weapons to level nine. While there, talk to the guy in the green outfit. This is **Meese**, a blacksmith and an excellent recruit for the Liberation Army.

When you've finished exploring, talk to the dwarf chieftain, found in the large house in the north of the town. You explain the situation regarding the Burning Mireot, which he says is one of their artifacts, and how Kwanda plans to build one of his own for use against the elves. He isn't sympathetic.

Meese

is recruited.

Weapons
Chrome Hammer,
level 9

It seems the blueprint was stolen by Kage, a character you met earlier. The dwarven chief won't believe a "sluggish" human could steal from a dwarf, and insists you thief something from their vault to prove it possible.

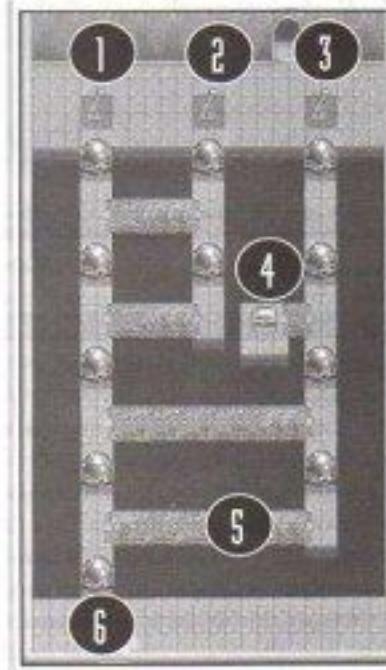
Call the dwarf chieftain's bluff and accept. He tells you to steal the Running Water Root from the vault, located to the north of the village. Leave town, saving at the inn on your way out, and move north.

When you get there, speak to the first dwarf you see. He's not too concerned about your burglary attempt. Keep going down the steps until you get to the switch puzzle.

Do you accept the challenge?

decision

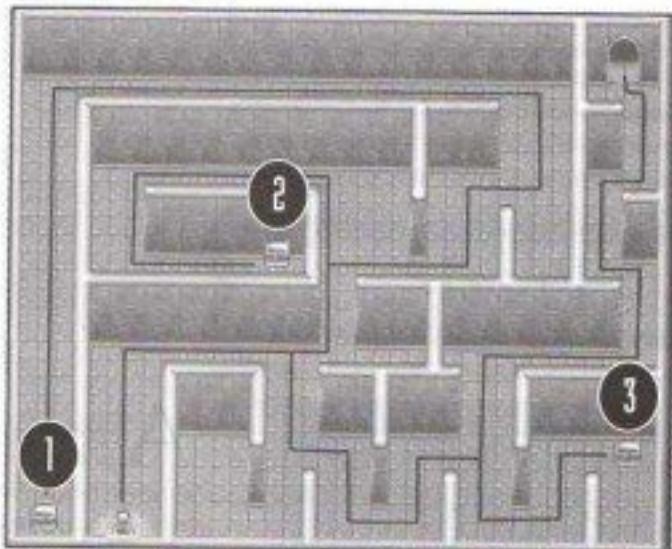
Switch Puzzle



Acivating the switches here raises and lowers the spherical barriers blocking your way south. Flick the switches by walking into them and pressing \blacktriangleleft . Flick switches "1," "2," and "3" in that order—you can now follow the right-hand walkway to the chest "4," containing a Sunbeam Crystal, down to and over the bridge "5," and through the door "6."

After completing the puzzle, follow the flights of stairs downward until you reach the maze.

Maze

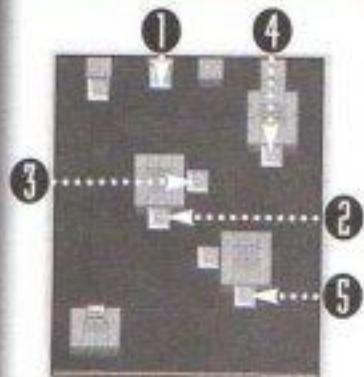


When you see the maze in its entirety, the routes become obvious. In the chests you find:

1. Magic Robe
2. Medicine
3. Blue Ribbon

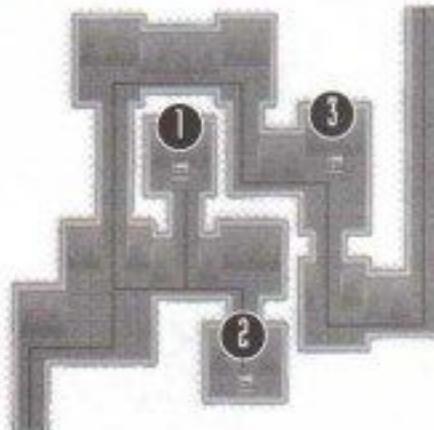
When you've finished plundering the treasure, leave through the top door as shown and proceed downward once more, to the sliding blocks puzzle.

Sliding Blocks



First step onto block "1." It moves downward to the platform immediately south of it. Walk across to block "2," which takes you to a chest containing a Thunder Rune Piece. Return to block "2" and ride it, moving on to blocks "3," "4," and "5"—in that order. If you tread on the wrong block, step onto it again and ride it back to its original position. When you've finished, leave by the southeast door and once again press down.

A Second Maze



Again, this one's easy if you can see the entire maze, which you can thanks to this awesome map. The chests contain the following:

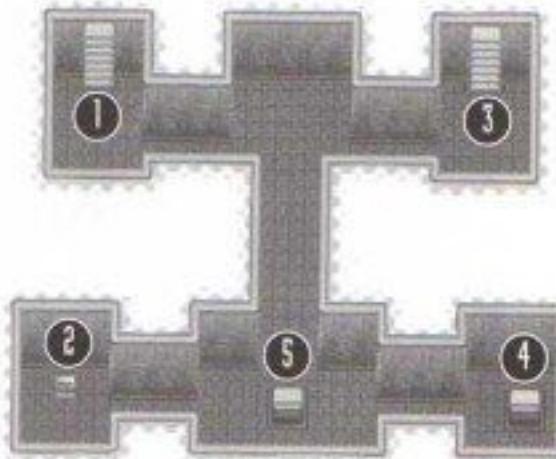
1. Skull Rune Piece
2. Pointed Hat
3. Medicine

Leave via the north-leading passage. You arrive at the entrance to the vault. A stone tablet reads "Fiddle-dee-diddle-dee-piddle-dee-do" and two raised cubic blocks can be seen in the middle of the room. In front of the vault door there's a row of eight lights—all must be lit to open the vault. Treading on the correct raised block lights one of them, but tread on the wrong one and they all go out. The correct sequence is:

- Left, Right, Right, Left, Left, Left, Right, Right.

The door opens—walk in. You arrive at a crossroads. The left and right passages end in rooms with chests containing **Mega Medicine** and **5,000 bits** respectively. Plunder them, then move along the north passage and down the steps to find a third maze.

Third Maze



When seen in full, this one's the most obvious of them all. You start at the stairs marked "1." Chest "2" contains an Escape Talisman. The stairs at "3" lead to a dead end, as do those at "4." Leave via the staircase marked "5." Follow the path until you see the Giantes, a boss character with around 4,500 hit points. Fight well and take it out and go through the door behind him. There's a three-way passage—the left one ends in a chest containing a Defense Rune Piece, the right path offering only a dead end. The center passage ends in a chest containing The Running Water Root!

Go back the way you came, and talk to the chieftain back in the Village of the Dwarves. You might want to save your game, stay a night at the inn and/or restock and rearm.

The dwarven chief is impressed with your deeds, and offers to build a Firewind Cannon to blow the Burning Mirror to pieces. Now return to the elven village to deliver the news. Go through the Dwarf Trail southwest of the Village of the Dwarves, then west to the Village of the Elves.

Back at the Elven Village

On the way, as you walk through the mountain trail, you see the forest ahead in flames. Could you be too late? As you reach the tree that houses their dwelling, your worst fears are realized. It's burned to the ground. A sequence follows—Kirkis is inconsolable about the death of Sylvina. He throws down the ring he intended to give her. Gremio picks it up and returns it to him, arguing that the ring is hope, and you should never give up hope. It's decided that you should all return to the castle and prepare for war—Kwanda must never be allowed to repeat this outrage.

Leave the village, and return again right away. Talk to the elf in the blue suit. This is Templeton the map maker. She joins your group and gives you a map of the world. As you wander, the Suiko Map is displayed in the bottom-right corner of the screen. The flashing squares are towns. Head northwest to the Great Fore.

As you reach the Kobold's village you meet Kuromimi again, but are surrounded by imperial guards before you can speak. Recognizing Valeria, a traitor with a price on her head, they demand she give herself up. She agrees in order to save the rest of the party. What do you do?

Do you give up Valeria, or fight to defend her?

? decision

Let her go—she gets captured whatever you decide. Hopefully you can rescue her before she's executed, the standard punishment for traitors. The soldiers still aren't satisfied though—they go back on their word not to harm the rest of the party. Kuromimi joins your group.

Let battle commence! Even though these are veteran soldiers, you shouldn't have much trouble beating the first wave of troops. When they all fall, though, more arrive. Luckily, so does Mathiu, along with the Liberation Army and Sylvina! Kirkis is pleased. It appears that Stallion, the fast runner you met earlier, sped back to the castle with news of the Burning Mirror. They've been joined by the remains of the old Liberation Army headed by Odessa. You now have the manpower to face Kwanda.

Take your pick—the result is the same either way.

Templeton

is recruited.

Weapons
N/A

Kuromimi

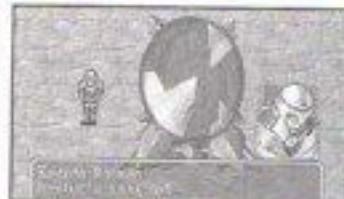
is recruited.

Weapons
Sword, level 6

Do you attack now or hesitate?

? decision

Leading an Army



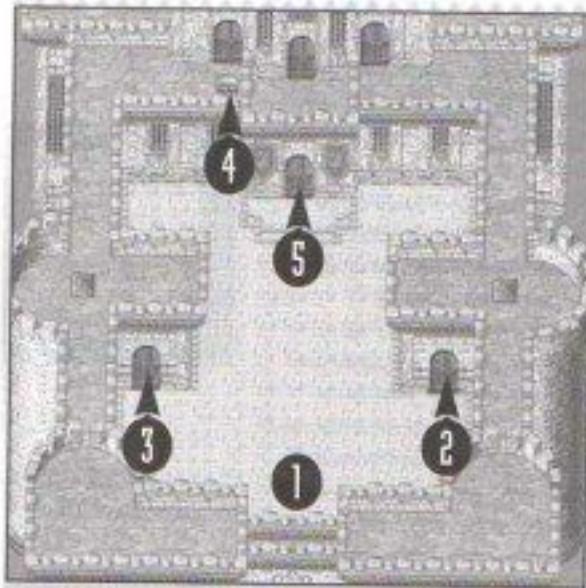
The defeated Kwanda regrets his earlier actions. Free of Windy's control he asks for forgiveness. Do you trust him?

The Battle at Paruu Yakuta Castle is the first major fight for the Liberation Army. You start the battle outnumbered by 6,775 to 9,000, but your will to win is stronger. Check out the guide to army battles in Chapter One for some hot tips on fighting as an army.

When you win, the Imperials fall back and use the Burning Mirror. You plan to disperse to minimize casualties, but as you split the dwarves arrive and smash the Imperials' foul weapon.

You must now attack the castle itself. Your party for this task is chosen for you, consisting of yourself, Gremio, Kirkis, Kuromimi, Valeria, and Vicko.

The Courtyard

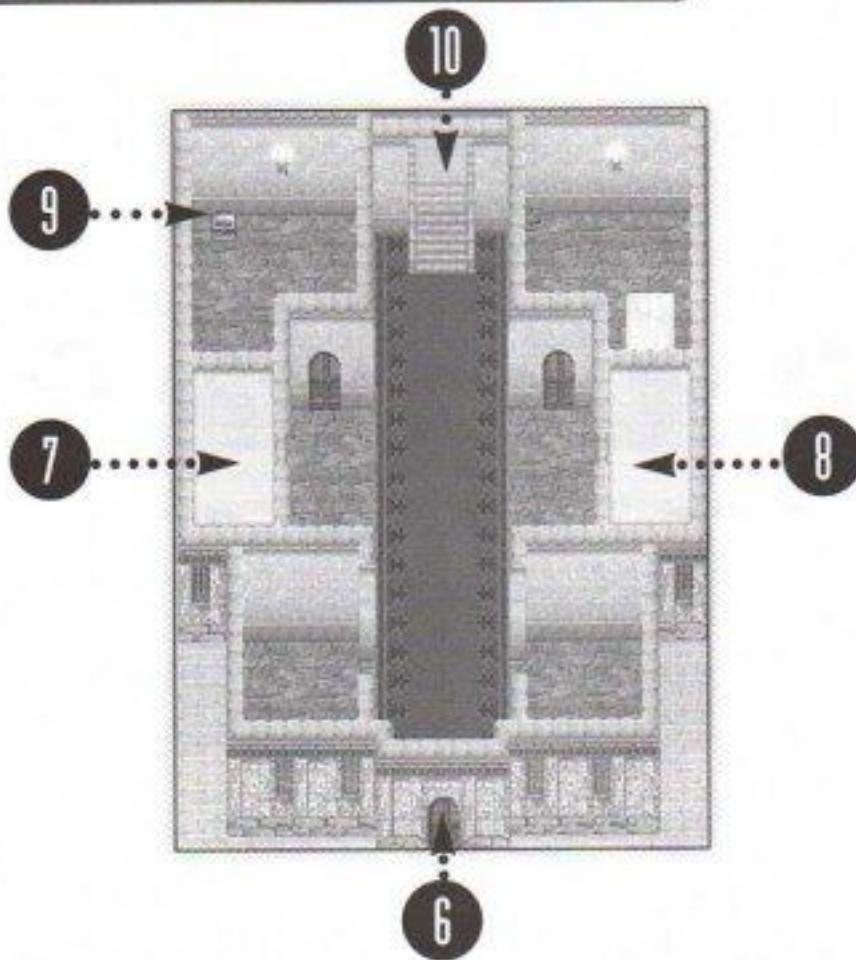


Charge in through the front door at "1." In the inner-courtyard are two doors. Inside "2" you get the chance to rest and recuperate, and in "3" there's a chest containing a Steel Shield.

Both doors offer staircases leading to the battlements. The chest "4" holds a Thunder Rune Piece.

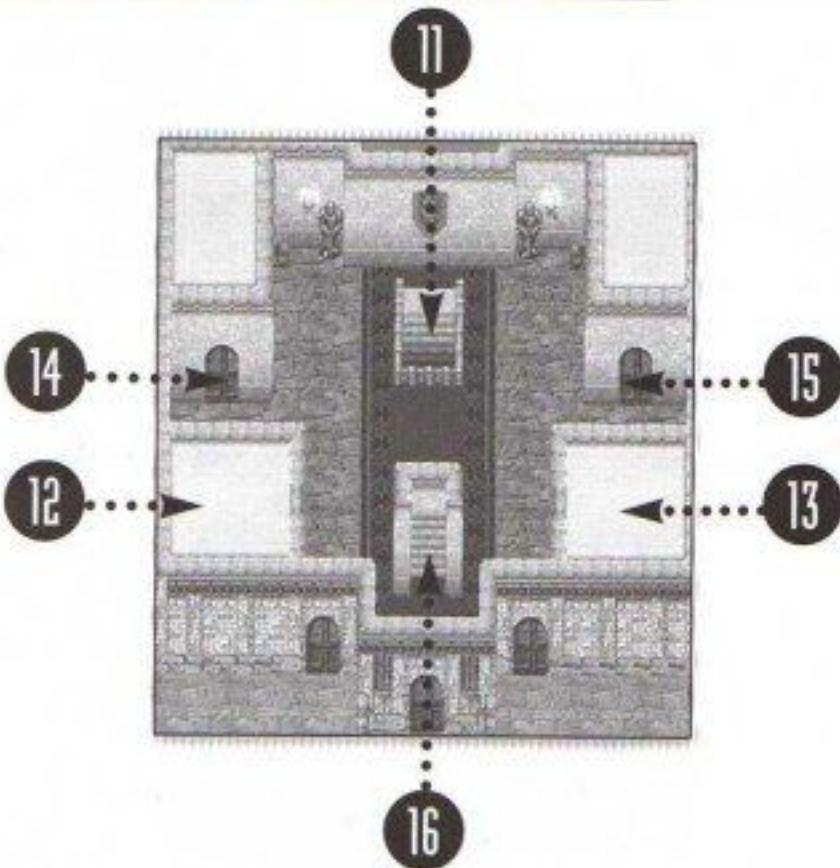
The door marked "5" leads to the ground floor. The three doors in the north all lead to the upper floor.

The Ground Floor



Door "6" leads to the courtyard section. Don't miss the difficult-to-see doors highlighted. In room "7" there's nothing of interest, but in "8" there's a chest holding a **Gauntlet**. The chest at "9" contains **Half Armor**, and the staircase "10" leads to the upper floor.

The Upper Floor



The staircase at "11" leads to the ground floor, with the south doors taking you to the courtyard. Again don't miss the highlighted doors, leading to an empty room at "12" and a chest holding a Gale Crystal in "13." There's another chest in "14," containing medicine, and in "15" you find Old Book Vol. 1. I wonder what it's for?

The steps at "16" lead to the hall.

The Hall

Stallion

is recruited.

Weapons

Bow of Shiva, level 6



Unlike the earlier dragon this one
is no zombie!
Heal your party
and sort out your
formation before
attacking.

Gon

is recruited.

Weapons

Cool Sword, level 7

Heal yourself and sort out your formation before entering. Go north to meet the dragon. The dragon attacks individuals with lightning breath or breathes fire at the entire party. He's tough, but not unbeatable. When you've disposed of him, make your way to the roof and tackle **Kwanda Rosman**, leader of the imperial army in this area.

You must beat Rosman in a duel—see Chapter One for tips on dueling. When you've won you find he has the Black Rune from Windy. When he collapses, talk to him again. You get the chance to kill or spare him.

Space him. You find he was under Windy's control when he waged war on the elves. The witch cannot be trusted—"does the Emperor know?" You're now offered another choice,

Recruit him; you need all the help you can get.

Now **Stallion** and **Sylvina** join Kiris, Valeria, and Kuromimi offer their help on a more permanent basis.

You're asked whether you want to go back to the castle HQ or stay a while. Stay where you are—you've some recruiting to do.

Return to the Great Forest, the dog-like village. In the southern-most house is **Gon**, Kuromimi's brother. Recruit him.

In the inn you meet **Fu Su Lu**, who you can recruit if you pay for his meal. Do it. The elf also found in the inn is less forthcoming. Remember where she is, though—you can recruit her later.

Go back through the passage, leave the Great Forest and go to Kouan in the northwest. Go to the inn and talk to **Lorelei** again. By now you should be strong enough to recruit her. If not, come back later. Now go back to your castle.

Kwanda

is recruited.

Weapons

Alkaid Hatchet, level 6

Do you kill or recruit
Kwanda?

? decision

Sylvina

is recruited.

Weapons

Night Bow, level 5

Do you go back to the
castle or remain behind?

? decision

Lorelei

is recruited.

Weapons

Short Bow, level 5

Chapter Six

Three Months Later...

Milich's Domain

When you return to the castle, a screen tells you it's now three months after the battle with Kwanda Rosman. Explore your HQ, which has changed a great deal since it was first built. **A new character is here.**

Sansuke has built a bath in which you can leave antiques (strange!), Maas and Meese have set up a forge, and Gaspar has opened a gambling joint. Talk to the characters. You get to meet Flik, Humphrey, and Sanchez, who are looking for Odessa. **Do you tell them about her death?**

Go along with Mathiu. Flik decries the fact that you're now leader of the Liberation Army and leaves for Kaku, but the others stay at the castle. Go to Kaku and enter the house with two guards at the door. They don't even attempt to stop you—these are great guards! Talk to Flik. **He won't accept you as leader, but offers to join forces.**

Refuse and he keeps asking until you agree. He leaves to assemble his men and take them to the castle. As Viktor points out, this is where you should now go.

Refuse and he'll continue asking until you agree. He leaves to assemble his men and take them to the castle. As Viktor points out, this is where you should now go.

Go to the large hall and talk to Flik. It transpires that after the hideout at Lenankamp fell, he hid with Milich Oppenheimer, one of the five great imperial generals. He was rounding up members of their rebel force when he heard about your new, revived Liberation Army. He suggests you unite the two forces to liberate Milich's domain. **Milich asks if you agree or wish to wait.**

Humphrey*is recruited.*

Weapons

Murasame, level 7
(attack 9)Do you explain how
Odessa died?

? decision

Do you attack now?

? decision

Will you join forces
with Flik?

? decision

Flik*is recruited.*

Weapons

Odessa+, level 9

If you've other things to do, refuse to do battle and come back when you've finished. Talk to Mathiu and you're again given the options.

When you agree to attack the fortress of Garan, found to the west, it's the stone bridge where you found Kai. You're thrown into another army battle. This time you outnumber the enemy, so make your superiority known. You should win this one fairly comfortably.

After the battle at Garan Castle, you're thrown into another army fight when Flik decides to press on while the enemy is confused. Big mistake—you meet a force of 12,000 Imperial troops and lose when they use the pollen from poisonous flowers against you. There's nothing you can do about this. It's then decided to send in a reconnaissance party to find some way of beating their magic. Flik insists on joining, as does Gremio, but **Viktor suggests your manservant remain behind.**

Take him. He won't take no for an answer anyway. Mathiu stays on the bridge—talk to him if you want to change party members.

Walk west over the stone bridge. You meet Quincy the hunter, but she won't join until you have around 80 members. Make a note of her location, then continue northwest to Teien.

Talk to the people around town to get a "feel" for the area. Go into the inn and talk to the old lady, **Hellion**. Recruit her.

When she leaves, plunder the chests. The left one holds **Mega Medicine**, the right one the **Blinking Mirror**.

In the left-hand house at the northern end of the town you find Gen. Talk to him. He's a boat maker, and no use to you—yet. Likewise, the martial arts master Eikei (found on the wharf) won't join you until you're around level 40. The right-hand house belongs to an alchemist, but you can't enter at the moment. Don't miss the blacksmith's either—he can sharpen swords to level 12. When you've finished, teleport back to your castle.

Hellion

is recruited.

Weapons

Land Rsd, level 3

Do you take Chemix?

? decision

The Blinking Mirror allows you to teleports back to the castle HQ from anywhere on the map, as long as you're on the main map and not in a town.

By now, Viki has set up a teleport station. Using this, you can beam yourself to any town or location you've already visited. The combination of these two things saves much legwork.

tip

Home Sweet Home

Sheena

is recruited.

Weapons

Rapier, level 6

Apple

is recruited.

Weapons

N/A

Time to recruit more characters. By now, Marie should have complained she needs a cook. If this hasn't yet happened, go and talk to her. Now go to Mathiu and restructure your party, making sure Lepant is with you.

Teleport to Seika and talk to **Antonio**, the chef found in the inn. At last, you recruit him.

You can only recruit him if Marie has complained she needs a cook, though—if she hasn't done so yet, you must come back later.

Now talk to the young lad near the table. This is Sheena. He doesn't want to talk but Lepant, his father, insists he joins the Liberation Army. He takes Sheena back to the castle.

Go to Mathiu's former residence, and talk to Apple. She blames you for forcing Mathiu into another war against his will. Say nothing and Apple joins.

Teleport back to your castle using the Blinking Mirror and revert to your favorite party members. Now get Viki to teleport you to Teien.

Antonio

is recruited.

Weapons

Milk Pan, level 2

Do you explain that

Mathiu wanted to join,
defend the morality of
the war or say nothing?

? decision

A Life on the Ocean Waves

Jabba

is recruited.

Weapons

N/A

From Teien, walk south to Rikon. There's an appraiser in town, so sell your antiques. Upstairs in the inn you meet Lotte, who offers to join if you find her missing cat. It's in Kaku, but don't worry about it yet. Instead wander around in the wilderness fighting monsters until you get the nameless urn. Take it to the appraiser, **Jabba**—he hasn't a clue what it is. You can now recruit him.

Board the boat seen in the south of the village and make your way south towards the southern-most flashing square on the Suiko map. Rapids block your way, forcing you to return to Rikon. Return north to Teien and talk to Gen, found in the house near the graveyard. He's a boatmaker, remember?

He asks what you want.

The answer's obvious—ask for the boat. **Gen** joins your party and suggests you see the alchemist next door.

Kamandol

is recruited.

Weapons

Steel Rod, level 3

Gen manages to get Kamandol to open the door. Despite the boat builder's flippancy, you're all invited inside where he gives you an oil-burning engine to fit to a boat. You must take it to Premier L'Amour. **Kamandol** joins the party.

Go to Rikon. You automatically walk to the center of town where you unload the engine. Gen and Kamandol advise you to go to the inn while they build the boat. You're automatically sent to spend the night there. When you wake go back to where you left the boat builders—they worked through the night on the ship, which is now finished. A mighty fine vessel it is, too.

Sail beyond the Dunan Rapids to Liukan's Hermitage, a small hut in an otherwise-unremarkable section of the world map. Go up the larger of the two sets of stairs and talk to him. He's a preparer of medicine—perhaps he can produce an antidote to the poisonous flowers used against you in the army battle? At this point the snappily-dressed Milich Oppenheimer arrives on a dragon. He refers to himself as the Flower General—it is he who produced the poisoned flowers weapon. He now intends to imprison the hermit to prevent him coming up with an antidote (perhaps he hasn't the imagination to kill him). He snatches the hermit and flies away with him.

"Soniere Prison," says Viktor, "is one tough place to break into." You decide to return to the castle and ask Mathiu for advice, but first of all go into the hut and take the treasure—it's Black Paint. Teleport back to your castle.

Do you ask for a boat that can beat the rapids, or nothing at all?

?

decision

Gen

is recruited.

Weapons

Regular Steel, level 9

The Road to Antei

Look around your castle—a few changes have been made. Jappa the assessor has set up shop, so sell off any antiques you have stored in Rock's establishment.

Mathiu advises you to go to Antei and talk to a counterfeiter called Kimberly. You must recruit both her and a scrivener called Tesla. He gives you a letter to take with you. Teleport back to Teien and walk west to the town of Antei.

Antei

The townsfolk of Antei didn't take kindly to its name being changed to Bier Blanche. You also find Milich's castle is called Scarleticia, and is very well defended. You also meet Qion, who turns up again later in the adventure.

At the runemaster's you can recruit the owner, **Jeane**, or commission her to do a job. If you want a rune attaching, take the second option and then talk again—you can then recruit her. She goes back to the castle and sets up a shop there.

Jeane is replaced as she leaves, so you can still use the Antei runemaster's shop later in the game. Go to the armorer. There the armorer, **Chapman**, asks to join the army. Let him.

He also goes to set up shop in the castle, and is replaced at the shop. Go to the inn. Upstairs you find Esmerelda, who will only join you if you bring her the Opal Ring. Remember where she is. Go downstairs and talk to the dancer, **Mina**. You can recruit her if you dance with her. She's fussy about your footwear though—if you're not wearing toe shoes, buy some from the armorer's and come back.

Jeane

is recruited.

Weapons

N/A

Chapman

is recruited.

Weapons

N/A

Mina

is recruited.

Weapons

N/A

Enter the small house north of the inn. You see a woman dressed in purple—this is Kimberly the counterfeiter. You give her the letter which she can't read. Gremio reads it for her. She agrees to join if Flik takes her to dinner. After a short sequence she joins, and tells you Tesla is in town, but is going by the name Albert.

Go to the larger house still further north and talk to "Albert." He denies he's ~~Flik~~ the scrivener, describing himself as Albert Onyx. Viktor tricks him into confessing his true identity and he joins.

Now teleport back to your castle.

Tesla
is recruited.

Weapon
N/A

Kimberly
is recruited.

Weapon
Silver Kitchen Knife,
level 8

Mathiu's Instructions

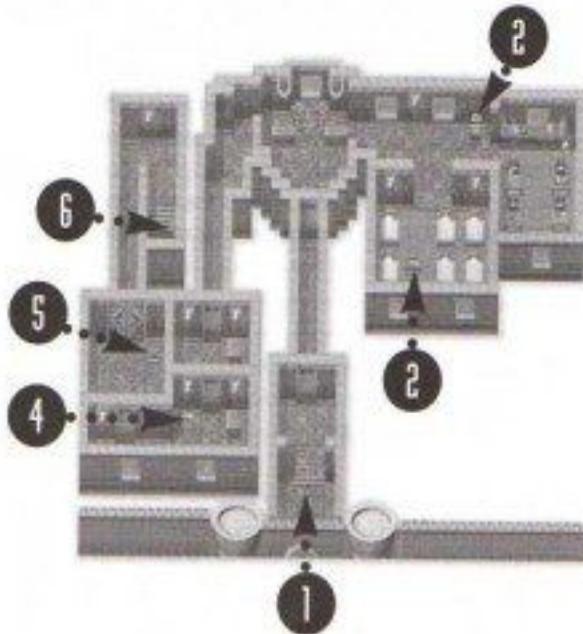
You find Mathiu talking to your new recruits. They have prepared forged Imperial papers bearing the official Imperial seal and Milich's signature. You are to take them and rescue Dr. Liukan by simply walking into the prison, found in Doniell Castle, south of Antei.

By now Sanchez shares the party restructuring duties—talk to him or Mathius if you wish to change party members. When you've finished, teleport back to Antei.

Mixing with Milich

Soniere Castle

From Antei, press south to the castle. Walk to the door—the guards step aside when you show the false orders. You can now proceed through the entrance gates and into the castle itself, where you've much fighting and treasure hunting to do. Check you've equipped your best armor and that your formation is in order before advancing.



Now let's explore the castle. Starting at "1," proceed to "2" and open the chest. There's a **Silver Necklace** inside. Hand it to a character that can use it, and make sure it's equipped—there's no point carrying it uselessly.

Save your game at "3," then grab the **Old Book Vol. 6** from the chest at "4." The switch "5" opens the door in front of it. Leave by the stairs at "6." Make your way through the dungeon, picking up treasures found along the way.

One wandering monster holds the **Opal Ring** needed to recruit Esmeralda. Make sure you find this if you want to finish the game with all 108 characters. Eventually you meet more Imperial troops—this time you must fight. They're not too difficult to defeat, though.

The dungeon ends in three cells, each of which is guarded. Deal with the guards and plunder the cells. The first two hold treasure chests containing a **Half Helmet** and **Sound Setting #** respectively, and Liukan himself is in the third. Rescue him and make your way out of the castle, going back the way you came.

As you leave the castle dungeons and reach the ground floor, go to the items inventory and distribute Gremio's equipment among the other characters. Alas, he's to die soon and anything he carries as he meets his fate is lost.

As you reach the door opened with a switch you meet Milich Oppenheimer, and he's in an angry mood. He smashes a bottle of man-eating spores. Milich runs through the southern door and locks it. Gremio pulls the switch and lets the party run through the north door again, but stays behind to throw the switch and lock it—this door can only be closed by the switch inside the spore-infested room.

It doesn't matter. He refuses, holding the door until the spores die. Eventually Mathiu arrives and opens the door again, but by now Gremio is dead, but his sacrifice saved the party.

Do you order him to open the door and save himself?

? decision

Back at the Castle

Do you attack now?

? decision

The scene now shifts to your castle HQ, where you lie in bed. Go and talk to Mathiu. He advises you to attack Scarleticia Castle immediately, using Liukan's antitoxin. Liukan now joins the army.

You're now given another choice—assemble the troops and attack, or wait.

If you've got things to do, wait—you can attack by returning to Mathiu at any time. Again, you're outnumbered for this battle, but robbed of their poisonous flower weapon they're vulnerable once more—fight cleverly and you should win.

After the battle, Mathiu suggests you break into the castle and burn those noxious flowers. Viktor and Flik insist on coming with you, and you choose the others yourself.

Inside the castle, the left- and right-hand doors hold treasure: **Red Paint** and a **Magic Robe**. Keep going north until you reach a staircase going up. To the left of this (before you climb it) is a portrait of Milich. Look at it and you're given a choice of comments.

Swallow your pride and call him a victim and a trapdoor opens nearby. Go down to find chests containing **Window Setting I** and a **Magic Rune Piece**.

In the room opposite the one with Milich's picture you find Ivanov the painter. Talk to him, though he does little at this moment.

Climb the stairs to the first floor. In the southwestern room is a chest holding a **Spark Crystal**. In the southeastern one is Kasios, a singer. Again, talk to her, though she's equally unresponsive.

Lufkan

is recruited.

Weapons

Stick, level 2

Do you consider Milich a victim or a creep?

? decision

Milich*is recruited.*

Windup

Rose, level 6

Move south from either of these two rooms to arrive on the balcony, where you meet the other characters.

As the flowers burn, Milich Oppenheimer arrives. Like Kwanda, Milich was under the power of Windy. Her spell is now broken, but **do you forgive Milich for Gremio's death?**

Forgive him and let him join your party.

It appears the once-emperor and his faithful generals are all under Windy's power. No wonder Ted ran from her for 300 years.

As you speak, Stallion arrives with urgent news from Sanchez—your castle is under attack!

Do you forgive
Milich Oppenheimer?

? decision

Chapter Eight

The Tao of Teo

Preparing for Battle

Kasumi*is recruited.*Wraith
Big Sakura, level 6

As usual, when you return to your castle, go to the large hall and talk to Mathiu. He has a friend with him—Kasumi the ninja from Rokkaku. Talk to him. He says his town has fallen to Teo McDooh's forces. He escaped with the help of his boss, Hanzo, and has orders to report to the Liberation Army. **Recruit him.**

It looks like the showdown with your father has finally arrived. An Imperial force is about to attack the castle. **Do you meet it head-on, or wait?**

You have to fight—Mathiu won't take "no" for an answer.

Do you fight or wait?

? decision

The Sins of the Father...

You're facing an army of 14,000. You can't win, whatever you do. Just choose your options and watch the slaughter. Notice that the ninja, like the thieves, can determine the enemy's strategy. Unlike the thieves, though, ninjas never fail.

During army battles use the ninjas to act as spies. Unlike thieves, they never fail to discover the enemy's plans.



Nothing can stand against the Imperial Army's armored cavalry. You're crushed underfoot.

Mathiu makes a tactical withdrawal, but the cavalry charges in to finish you off. Pahn bravely offers to stay behind and hold them off.

Let him stay, you get no peace until you do. Pahn must now fight a duel with Teo.



Pahn almost certainly loses this duel. He's captured and executed.

Back at your castle, go to the large hall (again) and (surprise, surprise) talk to Mathiu. He tells you to rest. Before you do, though, make sure you've got the opal ring with you, teleport to Antei, and go upstairs in the inn. **Talk to Esmeralda**—remember her? She joins. On the way out, talk to the lad, **Qlon**. He joins you.

Leave the town and use the Blinking Mirror to get back home. Now go to your room, the large one to the west on the fourth floor, and get some sleep.

During the night Leknaat appears and tells you that despite Gremio's death, you must press on. **You're given a choice of replies.**

Choose either option. She explains that Leknaat, Windy's older sister, is a survivor of the Clan of the Gate. The rune you hold is one of the 27 true runes. Windy has the Gate rune, but wants your **Soul Eater** too. If she obtained two runes, it would be catastrophic for the world. Be brave.

The next day, go to the meeting room and talk to Flik. He suggests using **Fire Spears** to defeat the armored cavalry (remember the blueprint you took to Sarady?).

Do you let Pahn stay behind?

decision

Pahn should constantly defend during his battle with General Teo McGeoh. This is a fight he is almost certain to lose.



Do you ask why, or say "perhaps, but..."?

decision

The secret factory to which they were taken is producing them. As Sanchez points out, though, you've no guarantee it's still there—when the Lenarkamp base fell, so did many others. Talk to Viktor. He says all you can do now is go there—it's in the north, and you need to travel by water. Recruit a party, making sure you have Tai Ho with you, then set sail.

Do you take the boat?

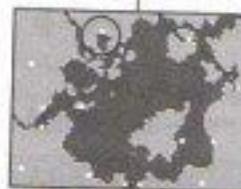
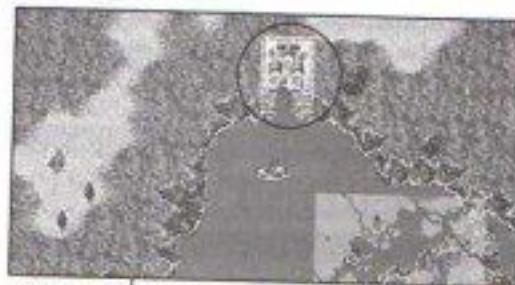
Decision

Go down to where the boat is moored, outside on the jetty. Talk to Gen—he asks if you want to take his new invention, the speedboat, for a test ride.

As you're planning an overseas mission, you can't really refuse. If Tai Ho isn't with you, Gen retracts his offer—the boat's too powerful for novices. If he's in the party, you're allowed to board.

Sail to Kirov, the most northern flashing square on the Suiko map. Your cool new ship carries you across the pond extremely quickly.

The new boat is a lot faster than the old one. Use it to travel to Kirov, the northern-most place on the Suiko map, highlighted here in both the large and small maps.



It's time to explore the town. The hardware shop sells Fire Crystals and, for some reason, Sugar. Talk to the citizens wandering outside. The woman doing her laundry is Sarah. She offers to join if you get her some Soap. To get the Soap, you must go through a tedious swapping exercise.

- Buy the Sugar from the hardware shop.
- Talk to the man in the northeast corner of the town, near the apothecary. He's got some Soap, but wants some Soy Sauce in exchange for it.

You must have Tai Ho with you for this mission. Without him, you cannot set sail—Gen won't let you use the nice new speedboat he's built.

tip

- Talk to the guy in the white shirt and green trousers. He'll give you **Soy Sauce** in exchange for **Salt**.
- Talk to the woman in the brown dress found in the southeast corner of town. She has **Salt**, but will only give it to you if you get her a **Yardstick**.
- Go to the hotel and talk to the guy in the eastern room. He has a **Yardstick**, but wants some **Sugar**. At last! Talk to him again to swap your **Sugar** for his **Yardstick**.
- Carry on swapping—talk to (in this order) the woman in the brown dress (southeast corner), the guy in the white shirt and green trousers (center of town), the guy near the armory (northeast corner), and Sarah. At long last, **Sarah** is recruited.

Go into the inn and talk to Georges, the guy in blue. He challenges you to a card game—win and you can recruit him.

The game is of the simple matching variety. You're presented with a deck of cards, face down. You must turn them over in twos—if they match, they disappear and those surrounding the two cards turn over, possibly creating more matches. The idea is to remember the cards you've turned. Get rid of all the cards with a new record time to win.

There are four different versions of the game, featuring 5, 7, 10, and 15 differing pairs respectively. The higher the number, the harder the game. You only have to win one of them to recruit **Georges**.

The best tactic to use is to select "5 matches" and turn over cards in the center until you find a match. This maximizes the number of adjacent cards automatically flipped, offering more chances of subsequent pairs. Hopefully, the knock-on effect from your first pair clears most of the deck, leaving you a simple task in mopping up the remaining cards.

Finally, talk to Melodye, near your boat. She wants a rune. Remember she's here, and come back to her later.

Georges

is recruited.

Weapons

N/A

Sarah

is recruited.

Weapons

Throwing Knife,
level 2

Kalekka

Leave the town and head north to Kalekka. This town suffered greatly during the wars, and is now a ruin. Watch out for wandering monsters, even in the town itself.



In the town you find:

1. Leon Silverberg. Talk to him—he offers advice, but won't join you... yet.
2. The old hardware shop is diseased and abandoned, but inside is a treasure chest holding an Earth Rune Piece.
3. Cross to the northern section of town by walking through this ruined house.

4. Enter the bar via the right door. Inside, talk to the guy there, the last living resident of this lost town. He's insignificant. In the treasure chest is Old Book Vol. 8. Leave through the left door.
5. A treasure chest containing an Antique.
6. A chest holding the Sound Crystal. This is the item you need to recruit Melodye in Kirov.
7. This is **Blackman**, the farmer. If you approach him without treading on his plants, you can recruit him. If you've already crushed them he won't come—leave town and return again. The plants are restored and you get another chance to talk to him. Be more careful this time!

Back in Kirov

Leave town by the southern exit, walk back to Kirov, and talk to **Melodye**. She asks for the Sound Rune. Give it to her, and she'll join. Unsurprisingly, she leaves for the castle HQ, where you can find her in the rooftop garden. By giving her the various Sound Settings you find on your travels and talking to her, you can change the game's sound.

Blackman

is recruited.

Weapon

Seeding How, level 3

Melodye

is recruited.

Weapon

N/A

The Secret Factory

Ledon

is recruited.

Weapons
N/A

Kage

is recruited.

Weapons
Second Sword, level 9

Return to Kalekka, leave by the northern exit, and press on north towards the secret factory. Before leaving the wilderness, make sure you have at least 20,000 bits.

Go to the factory. During a short sequence between three characters you meet as soon as you enter, you learn that Ronnie Bell hates being called "giant woman." You're given a choice of how to greet them.

Once again, it doesn't matter. You're recognized as the guy who was with Odessa, and asked if you know the people with Ronnie Bell.

Answer "yes." When Ronnie goes, talk to Kessler—he joins. Now talk to **Ledon**. He also joins.

Enter the factory. Go left and talk to the guy in blue—this is Kage, the ninja who took the blueprints from you in Sarady. He joins if you pay him 20,000 bits. **Do see he's worth it!**

There's a chest in the southeast corner of the factory. It contains **Window Setting 0**.

Grab it, then talk to the guy in red nearby. This is Mose, who gives you the **Fire Spears**, but says you need a boat to transport them. Return to Kirov, as suggested by Tai Ho. The quickest, safest way is to teleport back to the castle and then use Viki to get to Kirov.

Do you tell Ledon and Kessler or say "hey, giant woman?"

? decision

Do you admit to knowing Ledon and Kessler?

? decision

Kessler

is recruited.

Weapons
Battle Axe, level 9

Kirov Revisited

Mose

is recruited.

Weapons

Titanium Hammer,
level 8

Bell

is recruited.

Weapons

Claw,
level 7

Go into the large house just north of your boat and talk to the guy in the purple hat. This is Kan To. Tai Ho asks for ten boats, and Kan To joins.

The fire spears are loaded into the boats and both **Mose** and **Ronnie Bell** join as well.

The ships sail for the castle HQ. Before leaving town, go to the place where Sarah was washing her clothes. Go into the two houses supporting washing lines and taste the stew. Return to the large house to find a second chef, **Lester**. He joins.

Now return to your castle HQ.

Kun

is recruited.

Weapons

N/A

Lester

is recruited.

Weapons

Pan, level 3

Chapter Nine

At War With Teo

Planning Your Attack

Do you go to battle
or wait?

? decision

Do you accept the
challenge?

? decision

Grenseal

is recruited

Weapons
Lightning Sword,
level 1

When you're back at your castle, go to the large hall on the fourth floor and talk to Mathiu. You're given a choice of what to do next.

If you've any weapon-sharpening, armce-buying, or other such character tweaking, opt to wait and do these things now. When you're satisfied, talk to Mathiu again and order the advance. You should beat Teo's army fairly easily now that you're armed with the Fire Spears.

After the army fight, you're challenged to a duel with your father, Teo.

You have to fight regardless of your choice. Teo is already wounded, and you shouldn't have too much trouble beating him. Teo is killed, but before he dies he asks his companions, **Grenseal** and **Alen**, to join the Liberation Army. Your Soul Eater rank is raised to level three, too.

Go to the meeting room and talk to Lepant. He lists the successes of the Liberation army. The Imperial forces are spread very thinly. Kasumi mentions the Imperial garrison has pulled out of the Lorimar region. You're now faced with another decision.

Again, refusing delays the inevitable but is a useful option if you've things to do such as save your game. Eventually you have to attack.

Alen

is recruited

Weapons
Flame Sword,
level 7

Do you attack the
Fortress of Lorima?

? decision

The Fortress of Lorimar

You're automatically transported to the Fortress of Lorimar, where an animation sequence follows.

Kasumi is sent in as a scout, and reports that the fortress is totally empty. Also, the graves inside the gates have been dug up and the bodies removed. Mathiu suggests a scouting mission. Viktor and Cleo join your party; you choose the other three characters.

Walk out of the gate, then back in again. You find **Kirke**, who joins the army. His occupation is beheading criminals, but business has been slow lately.

There's nothing else of interest here—go south to the Warriors' Village. Watch Hix and Zarak arguing with Tengaar. When one of them mentions the Neclord, Viktor gets very angry. Follow them to their house where Zarak tells you about this creature. It seems he was once an Imperial general who utilized his magic powers to turn his men into zombies and skeletons. He utilized them to threaten local villages, bullying them into sending women to his castle. The Warriors' Village refused. At this point, Zarak lets you rest for the night. Tengaar spots Hix talking to Cleo then runs out of the house—what's got into her? Hix argues women shouldn't fight battles, and that they don't in the Warriors' Village. Cleo disagrees, saying women have things they want to protect too. Hix also runs out of the house.

Talk to Viktor in the bedroom. He says the Neclord isn't human—misusing a rune turned him into a vampire. He destroyed the village where Viktor was born and turned his own family into vampires. He swears revenge on the Neclord.

Kirke

is recruited.

Wingspan
Death Sword,
level 5

SUIKODEN: UNAUTHORIZED SECRETS & SOLUTIONS

The Neclord is a very strong foe. Make sure you're at full strength before you do battle with him.

Leave the house and the Neclord appears, demanding Tengiar. Zaruk, along with three of the villagers, attack the vampire and are knocked back with ease. Your party then attacks.



You cannot win this fight, so save your spells and potions. The Neclord takes Tengiar and leaves.

After the battle, Viktor says you need a special weapon to beat the vampire. Talk to Zaruk and he suggests you go to the Temple of Qlon, west of the village. Before heading there, talk to **Marco**—you find her in the western part of the village. She agrees to join you if you win more than 5,000 bits from her playing her cup-and-coin game. Just like in Rockland, the coin appears first under the right cup and then under the middle one. Bet twice, quit, and restart the gambling game by talking to her again. The coin is in the right cup. Win 5,000 bits and she keeps her promise.

In the house nearby you meet Moose. He won't join unless you have Maas, Meese, and Mose with you. Use the Blinking Mirror to get back to the castle and get them, then teleport back here and recruit **Moose**, a talented blacksmith.

Return to the castle and change your party again. Marco is on the third floor and still plays the coin-and-cap game, but the right/middle sequence no longer holds. Moose has set up shop in the blacksmith's forge, and can sharpen weapons up to level 15.

Now teleport back to the Warriors' Village, leave town and go west.

Marco

is recruited.

Weapons
N/A

Moose

is recruited.

Weapons
Copper Hammer,
level 12

The Temple of Qlon

The side-doors are locked, so go through the large door. Talk to the bald priest, Fakien. He was expecting you—he joins, and tells you he knows a way to beat Neclord. He takes you to a cave just outside the temple, and tells you to seek a sword inside. Don't go in—go back into the temple and talk to the person in the top-right corner of the temple: this is Morgan. He joins.

Now talk to Hugo, found in the top-left corner of the temple. He's looking for the War Scroll. Remember Hugo's location: this comes in handy later. Look in the bookcase to the left—you find Old Book Vol. 3. Now leave by the rear door and talk to the gardener, Zen. He'll join if you give him red, blue, and yellow flower seeds. Come back for him later. Enter the cave. The monsters here are tough, but great for gaining experience. Watch out for bueishes—they die easily, but hit hard. When facing multiple monsters, kill these first.

Morgan

is recruited.

Weapons

Talons, level 6

Fakien

is recruited.

Weapons

Super Punishment,
level 9

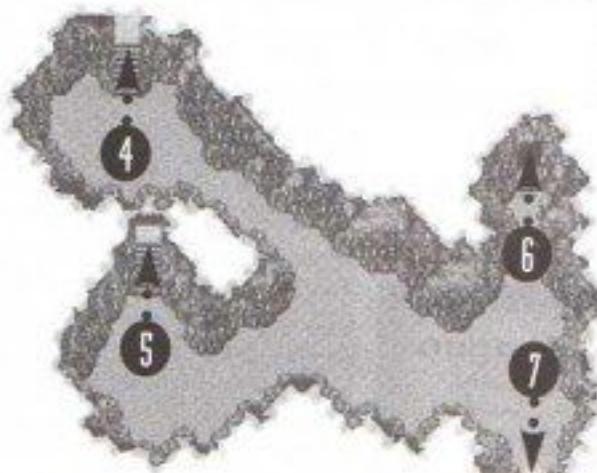
Qlon Cave 1

1. Start here.
2. Save your game at the blue save sphere.
3. Leave via the stairs, leading to "4" (Qlon Cave 2).



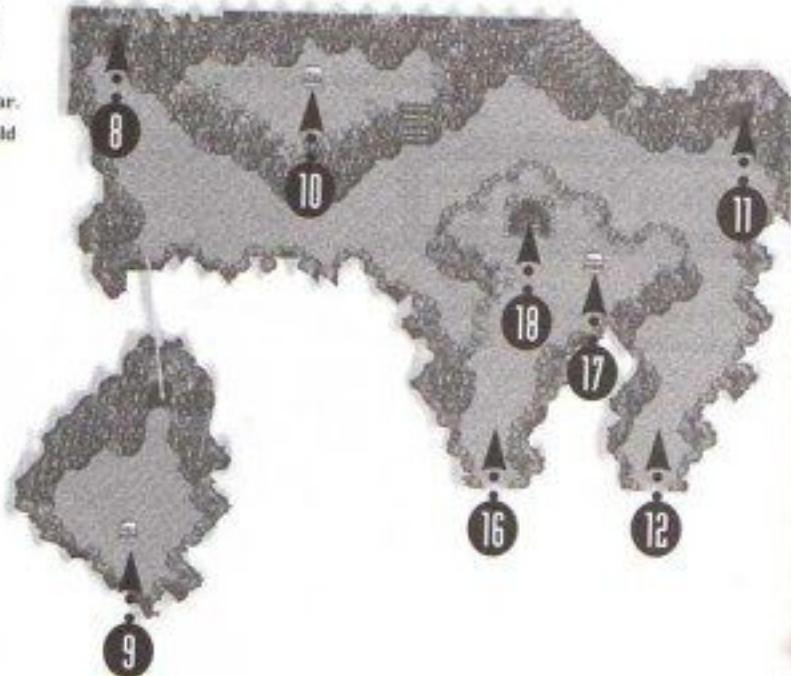
Qlon Cave 2

4. Start here, arriving from "3."
5. Leads to a chest containing a Crimson Cape.
6. Leads to two chests, containing Medicine and a Flowing Crystal.
7. Leads to "8" (Qlon Cave 3).



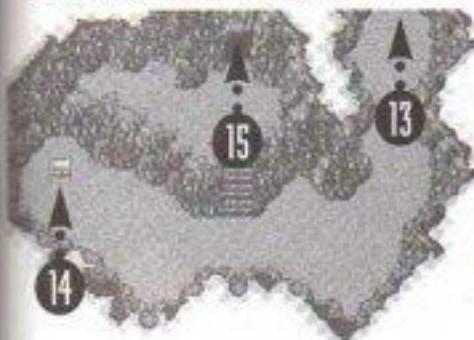
Qlon Cave 3

8. You arrive here from "7."
9. In this chest is a Window Crystal. Keep it handy.
10. Chest contains Head Gear.
11. Leads to chest holding Old Book Vol. 2.
12. Leads to "13."
16. Arrive here from "15."
17. Chest contains an Escape Talisman.
18. Way out, to "19" (Qlon Cave 4).



Qlon Cave 4

13. Arrive here from "12."
14. Chest holds **5,000** bits.
15. Leave here, arriving at "16" (Qlon Cave 5).



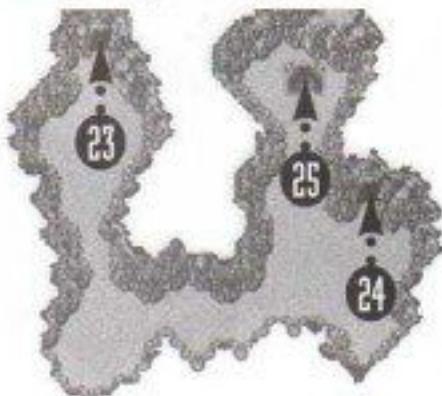
Qlon Cave 5

19. Arrive here from "18."
20. Follow the secret passage to here and talk to Crowley. You can't recruit him yet, but he says he might join when the castle's bigger.
21. In the chest found beyond this cave is the **War Scroll**, the item needed by the librarian in the temple.
22. Leave for "23" (Qlon Cave 6).



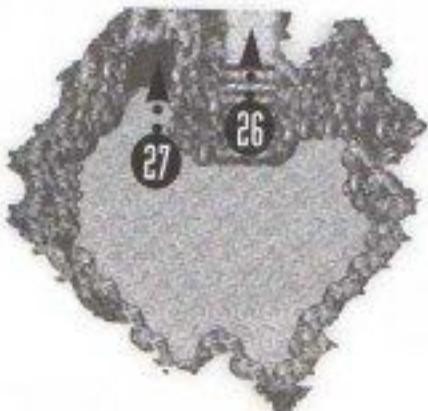
Qlon Cave 6

23. Arrive here from "22."
24. Beyond this door are two chests, holding Medicine and a Silverlet.
25. Leave here, to "26" (Qlon Cave 7).



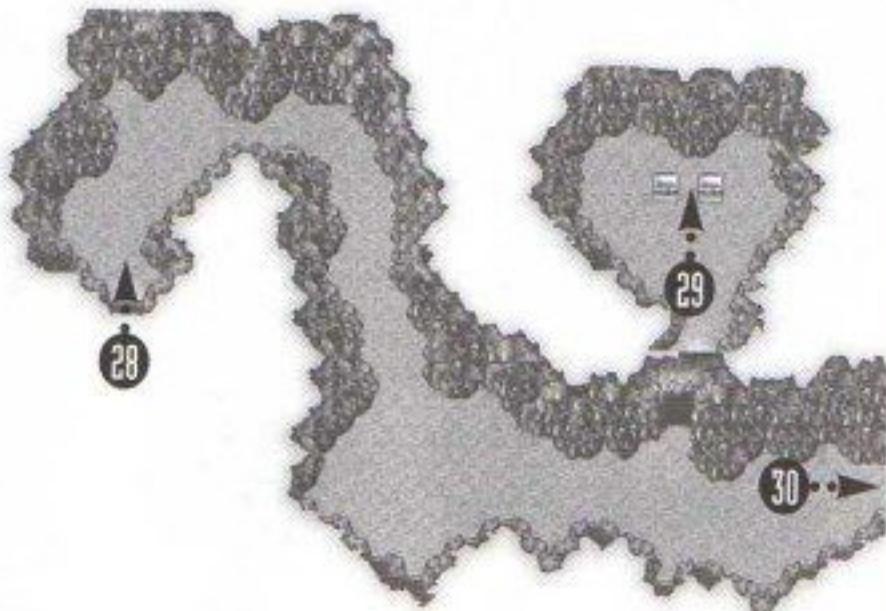
Qlon Cave 7

26. Arrive here from "25."
27. Leave for "28" (Qlon Cave 8).



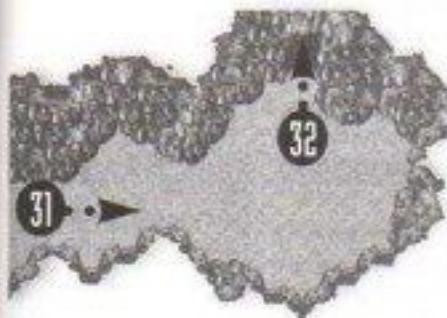
Qlon Cave 8

28. Start here, arriving from "27."
29. These chests contain a Skill Piece Rune and
Mega Medicine.
30. Leave here for "31" (Qlon Cave 9).

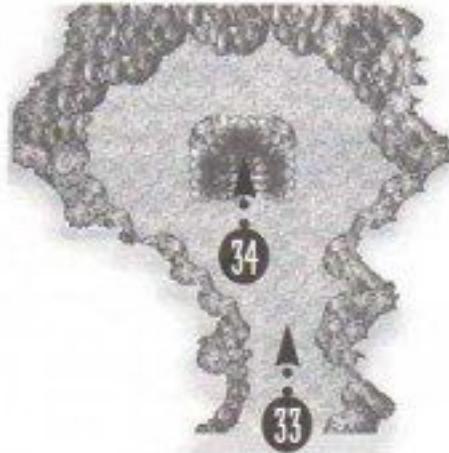


Qlon Cave 9

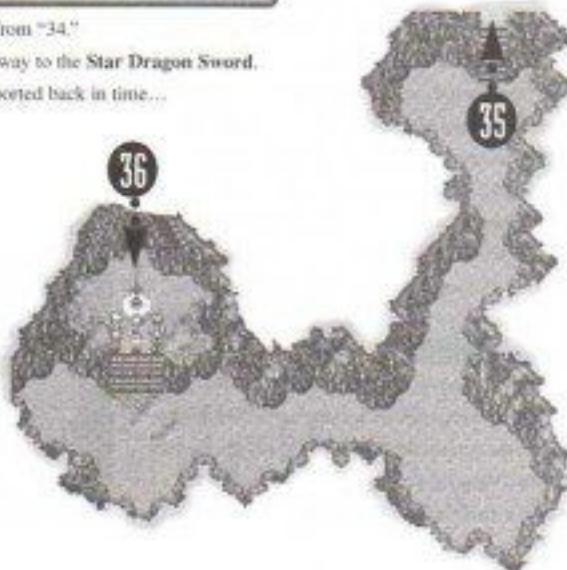
31. Arrive here from "30."
 32. Leave here for "33" (Qlon Cave 10).

**Qlon Cave 10**

33. Arrive here from "32."
 34. Leave here for "35" (Qlon Cave 11).

**Qlon Cave 11**

35. Enter here from "34."
 36. Make your way to the Star Dragon Sword.
 You're teleported back in time...



All in the Past

Do you deny this, or ask
"what treasure?"

? decision

Do you say it is he?

? decision

Do you take Ted?

? decision

The buildings in the town are locked, but you see a little boy in a yellow top running around. Talk to him—this is Ted when he was young. He asks if you've come to take away the treasure.

It doesn't matter what you say. Ted continues by saying his grandfather was angry. The village chief calls him away. Cleo hears the boy addressed as "Ted" and asks if it was your deceased friend.

Again, it makes no difference what you say. Talk to the village chief, Ted's grandfather. He asks if you've anything to do with "that woman" who's looking for their treasure, the Hidden Rune. Follow them into the house and talk again. Windy arrives, and she's with the Neclord. She demands the Soul Eater. The name of the town you're in is the Village of the Hidden Rune—Viktor says you should remember this.

As you talk, the ground shakes and fires break out all over town. Ted's grandfather uses the Soul Eater and transports you all to his house. He gives Ted the Soul Eater Rune and runs off to act as a decoy while you take Ted and escape down the northern path. First, though, go back into the house and open the chest containing Mega Medicine, and the one to the south of the town. As you approach it, you meet Yuber, but before battle ensues, the Neclord arrives and takes him away.

The light referred to by Viktor is on top of the hill, up the steps. Before you leave, search the now-burned village for treasure. You find a Champion's Crystal, among other things.

As you climb the steps to the light, you're asked whether you want to take Ted with you.

Take either option, the result is the same—you leave him behind. You're then transported back to the caves. Move south to the sword. It asks you to take it with you to kill the Neclord (yes—the sword's talking)! You do so. Now go back to the temple and deliver the War Scroll to Hugo.

Hugo

is recruited.

Weapons

N/A

Use the Blinking Mirror to get back to your castle. Hugo has already set up a library there. Save the game and re-equip your characters using all that money you found in the caves. If you've left the flower seeds here, pick them up. If you don't have them, go and buy them from the following hardware stores:

- Red Seeds: Warriors' Village
- Yellow Seeds: Teien
- Blue Seeds: Rikon

Make sure you have the Window Crystal with you, as well. Teleport back to Qlon and recruit **Zen**.

Now go back to Warriors' Village and talk to Zolik. He says his army is about to march on the Neclord's castle in time to stop his wedding to Tengaur. Now go to the hardware shop and talk to **Window** (right-hand room, he's wearing a top hat). Give him the Window Crystal and he joins.

Before you march on Neclord's Castle, pick up a few characters you passed along the way.

Window

is recruited.

Weapons
N/A

Zen

is recruited.

Weapons
N/A

Recruitment Drive

Return to your castle and admit the three elves Kirkis, Stallion, and Sylvina to your party. Teleport back to Qlon and wander around the caves fighting foes until the elves are all at least level 30. It's amazing how fast neglected characters advance. Blink back to your castle. Teleport to the Great Forest and go down the eastern passage to the Kobold's village. Go to the inn and talk to **Rubi**—she joins.

The quickest way out of town is east. Go back to your castle and choose the party members you want. Now teleport to Kaku. Remember the stray cat you were asked to retrieve? It's here. Trap it in a corner—stand between the bar and the east wall, boxing the cat into the ground in front of you.

Blink home and teleport to Rikon; go into the inn. Upstairs you find **Lotte**. Give her the cat and she joins.

Now go back to your castle and admit Milich to your party. Teleport to Scarleticia and walk north until you find **Ivanov** on the right-hand side of the hallway. Talk to him—he joins.

Go upstairs and talk to **Kasios**, found in the bottom-right room. She joins.

Go to Teien and talk to **Eikef**, found in the north-east corner of town, still gazing out to sea. Now that you're strong enough, he joins.

Lotte

is recruited.

Weapons

Silver Rod, level 4

Eikef

is recruited.

Weapons

Wolf, level 6

Rubi

is recruited.

Weapons

Bow of Garuda,
level 6

Ivanov

is recruited.

Weapons

N/A

Kasios

is recruited.

Weapons

N/A

You also notice the speedboat follows you around—it's moored in every seaport you visit. Go back to your castle. Save the game and choose your characters. Kasios will sing for you if you ask her. Window can be found in the rooftop garden near Melodye. Give him the window settings. Give any paint you've found to Ivanov on floor three, south of our map-making friend. You can change the shape and color of your dialogue box now. When you're done, prepare for battle!

Chapter Ten

The Neclord's Domain

Inside the Castle

Make sure you save the game at your HQ before teleporting to the

Warriors' Village and heading for the Neclord's Castle. Keep a file safe, too—don't overwrite it until you've defeated the

Neclord. If you have trouble vanquishing him,

return to this saved position and "train" your party by returning to the caves of Olan and fighting

wandering monsters.

Build up your experience and money, then return to the HQ and sharpen your weapons. Remember, one party member must be dropped before you enter the castle, so decide who

this will be and don't waste money on him or her. When you think you're ready, save again (just in case) and go to battle.

tip

Make sure you have your strongest party at this stage—with ultra-sharp weapons, great armor, and as many runes attached as possible. From your HQ, teleport to Warriors' Village and head southwest to the Neclord's Castle. Make your way up the path, where you meet Zorak's troops. The Neclord leaves the castle and faces you. He refuses to return Tengaar to Zorak, and invites you to be his honored guest.

"If you don't make it to the top of the castle by sunset," he continues, "Tengaar will be mine."

The castle gates won't admit the uninvited, so Zorak's troops must sit this one out. When you enter the castle the troops block the exit, so be sure you're satisfied with your party before going in. **Hix** wants to join your party—let him.

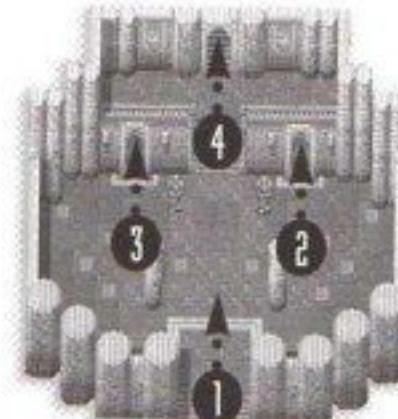
Hix

is recruited.

Weapons

Tengaar+, level 10

Ground Floor



1. You enter here.
2. You find a set of stairs leading to a save sphere.
3. In here is another set of stairs, leading to a chest holding a Full Helmet. You also see a blue-skinned gent. Talk to him—he's got something interesting to say, but it costs.

The messages you get are as follows:

For 100 bits: "Master Neclord always tells us 'even in the forest, not just at night, during your work, praise the King.'"

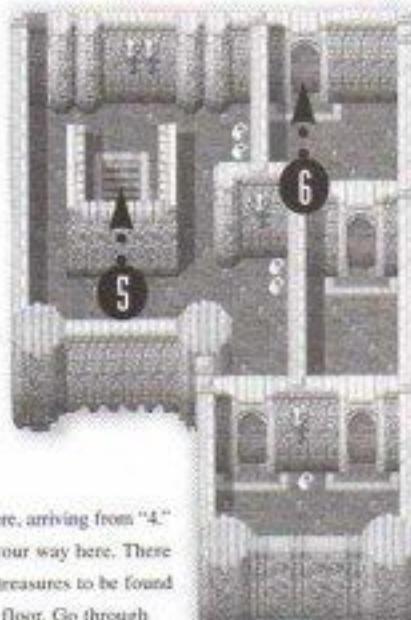
For 300 bits: "Master Neclord often calls himself 'King of the Night.'"

For 10,000 bits: "There are some paintings in the 3rd floor and Master Neclord... don't look! The second painting from the right... I said don't look... and then, the third-one from the right... stop looking!"

For 25,000 bits: "You see, Master Neclord, googly goo."
(He returns your money).

4. Go from here to "3" (Second Floor).

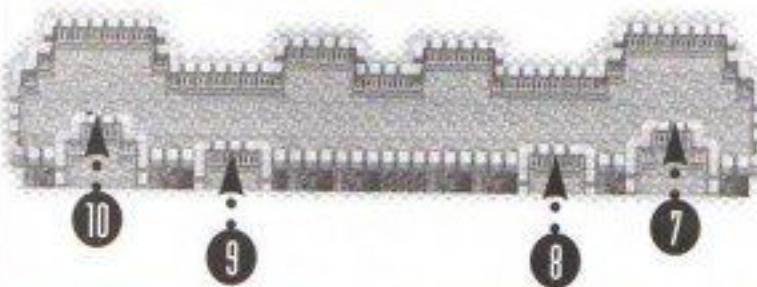
Second Floor



5. Start here, arriving from "4."

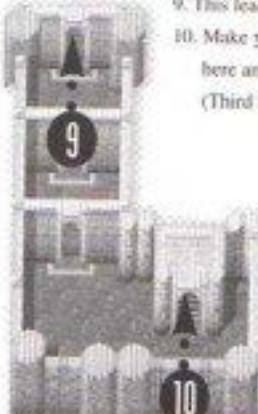
6. Make your way here. There are no treasures to be found on this floor. Go through the door.

Battlements



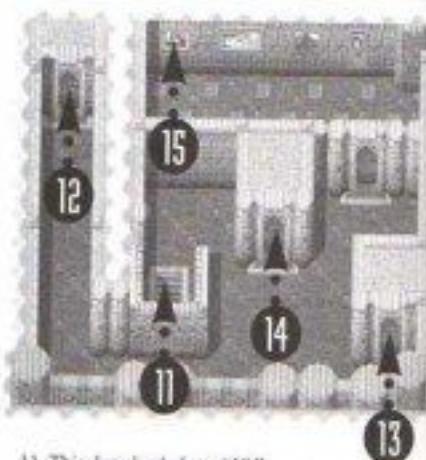
7. This door here leads to and from "6."
8. This door leads to and from "9."

A Walkthrough

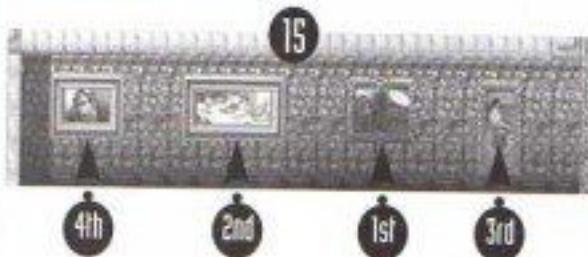


9. This leads from "8."
10. Make your way here and go to "11" (Third Floor).

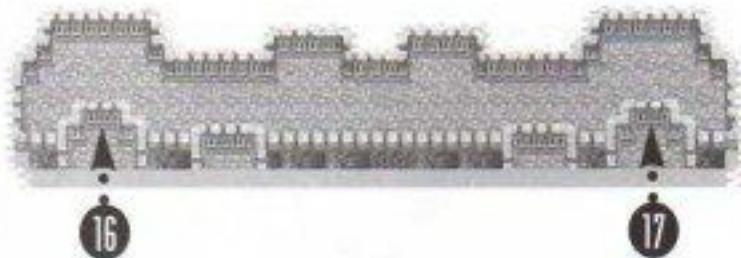
Third Floor



11. This door leads from "10."
12. Here is a chest holding Sound Setting 1.
13. You find a chest containing Medicine.
14. Here is a chest holding Antitoxin.
15. Here's the famous painting puzzle. Look at them in the order shown. A secret passage opens. Keep going north to the second battlements.

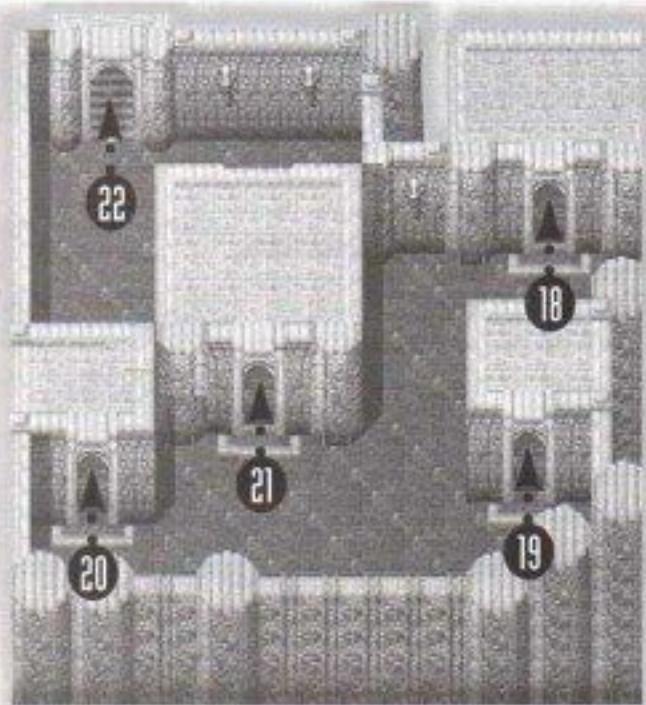


Second Battlements



16. Leads from a secret passage near "15."
17. This one leads to "18" (Inside Again).

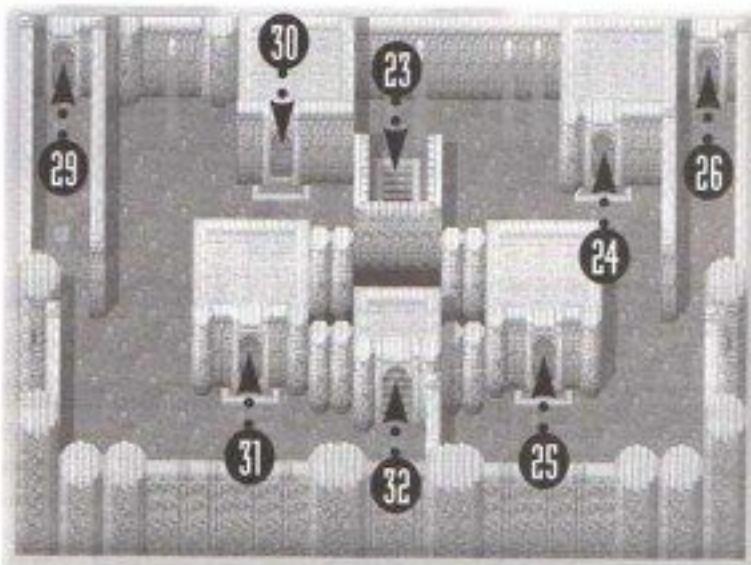
Inside Again



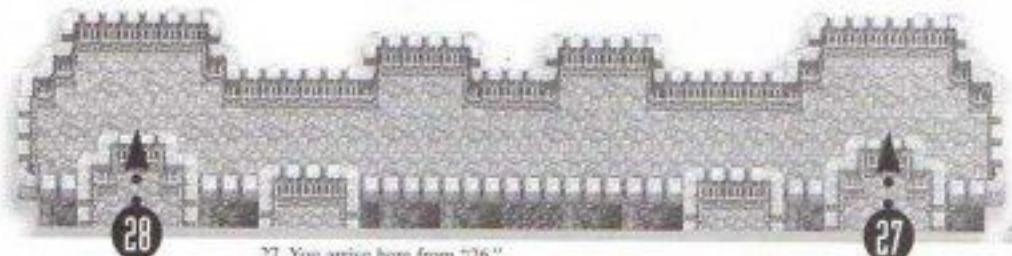
18. This leads from "17."
19. You find a chest containing a pair of Earth Boots.
20. Here is a chest containing a pot of Green Paint.
21. This is a through-door leading north.
22. This door leads upstairs to "23" (More of the Same...).

More of the Same...

23. Arrive here from "22."
24. You find a chest containing Antitoxin.
25. Here is another chest holding an Earth Rune Piece.
26. Leave here for the upper battlements, "27."
29. Arrive here from the upper battlements, "28."
30. Here is a chest containing a Magic Rune Piece.
31. You find a chest—this one containing the Cape of Darkness.
32. Leave here for the castle roof and your battle with the Neclord. Prepare for battle by equipping any useful items you've found and healing all your wounds.



Upper Battlements



27. You arrive here from "26."

28. Leads to "29" (More of the Same...).

Fighting the Vampire

The wedding is in full swing, with Tengaar in a long white dress and the vampire playing the organ. The Neclord criticizes you for arriving late, though despite his warning at the castle gate, there seems to be no time limit for reaching the rooftop. Vikor readies the Star Dragon sword. Hix unsheathes his own blade, now named "Tengaar," and the Neclord promises to take your tune and give it to Windy. You're in for the fight of your life!

Your battle with the Neclord is arguably the toughest boss fight of all. Choose your attacks carefully and make a note of those which inflict heavy damage.



Most of the aggressive magic spells will fail. Keep fighting. When the Neclord falls and you leave his castle, **Vikor asks for a leave of absence, promising to return.** This isn't really a choice—he won't take "no" for an answer. **Tengaar joins**

Go back to your castle HQ. By now you should be overloaded with money, so upgrade everything.

Do you let Vikor go?

? decision

Tengaar

is recruited.

Weapon

Ray Knife, level 7

Chapter Eleven

Enter the Dragons

The Dragon's Den

With all the loot you plundered from the Neclond's castle, you'll obviously want to do some upgrading. However, both Mathiu and Sanchez are in the meeting room, so you can't change your party right away. You should go talk to them first.

According to Mathiu, Kasumi says Kasim Hazil is in charge of northern defenses. His army is around 8,000 strong, with another 6,000 in the Floating Fortress of Shuzarazade, and 10,000 in and around Imperial Headquarters. Lepant suggests uniting the rebel forces. Humpheey is an old friend of Joshua, commander of the Knights of the Dragon's Den whose domain is to the west. You're offered a decision—do you go see Joshua?

Do you go see Joshua?

? decision

Don't be a coward. Flik and Humphrey join you. The remaining party members are chosen by yourself, but make sure you take Linkan. The Dragon Knights' Domain is northwest of Antei. Head for the Dragon's Den cave. Despite having Humphrey in your party, the guard at the entrance won't let you in. Go back to Antei as suggested and talk to the two guys you see arguing near the inn. You're asked whether to believe the red-haired man is Vincent DeBoole, aristocrat.

Do you believe this?

? decision

It doesn't matter what you say. You find Vincent is on his way to the Dragon's Den. He leaves and you pay for his meal. Go back to the cave and talk to Vincent. You still can't get past the guard, but he knows a secret entrance. You're given a choice.

Do so, and make your way along the path, picking up treasures along the way. One of these is the Old Book Vol. 5, and a wandering monster which holds Window Setting 3. You eventually meet Milia and Futch, the guy who took you to Magician's Island at the beginning of the game. There seems to be something wrong with the dragons—they're all asleep.

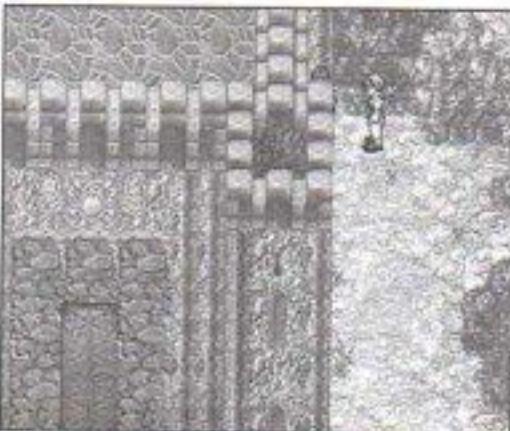
Do you enter the cave?

? decision

CHAPTER ELEVEN: ENTER THE DRAGONS

Futch and Milia go on ahead to see Joshua, and you're told to follow them west—the path to the east leads back the way you came.

After leaving the Dragon's Den, make your way northwest to the Dragon Knights' Fortress. Before entering the castle, look for the red-haired guy to the east.



Fuma the ninja is hard to spot—he's hiding behind the castle wall. Look for the shock of red hair and approach him.

Fuma

is recruited.

Weapons

Ultra Shuriken,
level 11

He's hiding behind a wall, but can be spotted—talk to him. This is **Fuma** the ninja, and he joins you.

Go inside. Talk to everyone on the first floor. You get the opportunity to rest and save. One of the people you meet is **Kreutz**, who you recruit.

Upstairs you meet Joshua. You ask him for help. Yet again, it doesn't matter if you choose his help or a dragon ride. Joshua explains the dragons have slept for months, and no doctor can find a cure. They looked for the Holy Doctor Liukan, but he has disappeared. We know where he is, though—this is why you recruited him into your party! The healer identifies himself and you all go to the Dragon's Den.

When there, Liukan realizes the dragons have been poisoned. He can prepare an antidote, but needs ingredients—moonlight weed, black dragon orchid, and a third item he won't identify at present. He says there should be moonlight weed in Seek Valley. Liukan waits at the Dragon's Den and **Milia** joins the party.

Milia's dragon, Thrash, is waiting outside the Dragon Knights' Fortress.

Kreutz

is recruited.

Weapons

Big Denta,
level 3

Do you ask for help or
for a dragon ride?

? decision

Milia

is recruited.

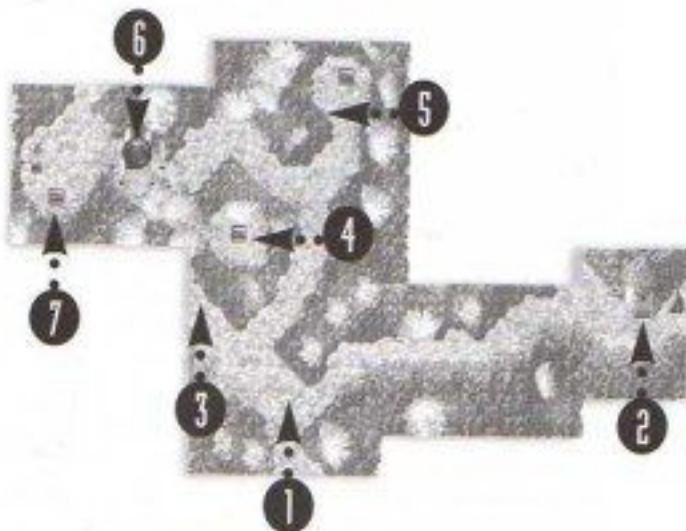
Weapons

Valhalla,
level 9

Thrashing It Out...

Climb aboard the dragon and it takes you to Seek Valley, an otherwise-inaccessible location west of the Dragon Knights' Fortress.

Make your way through the mountain path, picking up treasure on the way. The map below starts after you climb the stairs, the path following a clear route until then.



1. Start here after climbing the stairs.
2. This is the home of Mace the blacksmith. He won't join or work for you at present (he's waiting for your castle to get stronger), but remember where he is.
3. This path leads around the mountain to the chest at "4."
4. This chest holds **Sound Setting 2**.
5. Here is more treasure—**Mega Medicine**.
6. This is the Crystal Core, a boss battle. It's a tough one too—unleash your best fire magic and heal anyone who needs help. Fight hard and you should smash this monstrous marble.
7. There's a Cyclone Crystal in the chest and a welcome save sphere nearby.

After passing the Crystal Core the path again follows a single route.

Keep going until you reach the moonlight weed. As soon as you get there, though, Windy turns up.

When you find the moonlight weed, Windy appears with Ted. He wasn't killed after all.



She summons your friend Ted, who asks you to return the Soul Rune. Apparently, he wasn't killed by the Imperial troops after all. It was the rune that enabled him to live 300 years.

You'd have to be a real dumb-ass to trust your old foe Windy, but even if you do the result is the same—the rune is activated and you speak to Ted alone.

He says he is being taken over by Windy's Conqueror Rune, which has control over his body and will soon take his soul. After your brief chat, he again demands the rune, threatening to take it by force.

Even if you hand it over, Ted sacrifices himself to stop Windy getting it. His act raises your Soul Rune power to level four.

Windy approaches and tries to take it herself. She fails. Take the moonlight weed, return to your dragon, and fly back to Dragon Knights' Fortress. You have the first ingredient for the power potion.

Do you return the Soul Rune to Ted?

? decision

Again, do you give him the rune?

? decision

Playing As Futch

Go into the fort and talk to Joshua. He takes the weed you snatched from Seek Valley and tells you Futch went alone to Gregminster Palace to get the black dragon orchid, the second ingredient. The only place it grows is the floating garden at the palace; a little inconvenient as this is the heart of the Empire's power. You're then given control of Futch, using him as if he's your main character. You've no fighting to do, though, so don't worry about his combat ability or armaments.

Go south and look at the purple flower on the right-hand side of the path. This is the black dragon orchid, or so Emperor Barbarosa tells you! Futch explains that he needs the flower to wake the other dragons, and Barbarosa realizes Windy must be responsible. Surprisingly, he lets you go. Return to the dragon—Windy arrives yet again. She's too late to stop you from flying away, but she fires a lightning bolt after you, causing a crash. You awaken back in the Dragon Knights' Fortress.

Back In the Palace

Joshua

is recruited.

Weapons
N/A

Luikan has made the antidote and restored the dragons to their former health. The mystery third ingredient was a dragon's liver—Futch looks horrified. He rightly assumes this was taken from his steed Black. Although Futch survived Windy's attack, the dragon didn't. The young Dragon Knight mourns the beast that probably saved his life.

Go upstairs and talk to Joshua again. **He joins**. As Joshua points out, a Dragon Knight whose beast has died cannot remain in the palace. **Futch** must find alternative accommodations, so he joins too.

You're then offered a lift home on Thrash, Milia's dragon. **You might as well accept her kind offer**; there's nothing else here for you. Before you leave for the forecourt, make sure you grab the **Old Book Vol. 4** from the right-hand bookcase on the rear wall and **Window Setting 2** from the chest in the northwest corner.

Futch

is recruited.

Weapons
Sigmund,
Level 9

Do you take the ride?

? decision

Find the Traitor

Back to the Castle

As you enter your HQ, you see Krin and Kasumi arguing. Krin believes there's a spy in the Liberation Army. Alas, when they see you they both run off without identifying the suspect.

Go to the fourth floor. Mathiu asks about your trip. In your absence a guy has been caught hanging around the castle. He refused to speak to his captors, but addresses you by name. This is **Taggart**.

He says he was sent by Commander Warren, with strict orders to say nothing until he met you face to face. It seems Kasim Hazil, Teo McDohl's successor, is applying pressure to the rebel forces. Warren and your old pal Viktor have been captured by Imperial troops. Mathiu suggests a rescue mission, but to take on an 8,000-strong army you need military training. **How do you feel about this?**

Agree. Mathiu looks after the preparations, and you're told to retire. Now is as good a time as any to recruit some missing stars.

Do you agree to military training?

? decision

Taggart

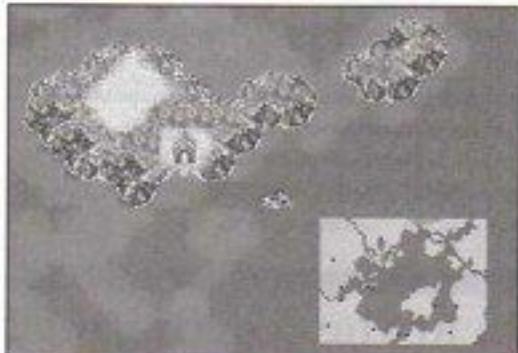
Is recruited.

Weapons
N/A

More Characters...

See Sanchez and change your party—take Yam Koo, Tai Po, and three characters of your choice. Go to your boat and set sail for the Pirates' Fortress, on an island west of your castle.

The speedboat moves much faster than the old sailing ship.

**Anji***is recruited.*

Weapons

Demon God Spear,
level 7**Leonardo***is recruited.*

Weapons

Horse Killer Hatchet,
level 5**Crowley***is recruited.*

Weapons

Comet Rod,
level 2**Mace***is recruited.*

Weapons

Platinum Hammer,
level 15

Enter the timber building and talk to the trio inside. These are **Anji**, **Leonardo**, and **Kanak**. They join if you fight them and win. Use your spells, but next to some of the creatures you've already fought this is an easy battle.

Return to your HQ and rearrange your party. Teleport to Garan and talk to **Quincy** the hunter. Now that you have enough members, she joins.

Next go to the Neclord's Castle and talk to **Pesmerga**, near the pipe organ. He joins.

The Neclord's Castle is a good place to build experience and funds. Now go to the cave behind the Temple of Qlon. Go and see **Crowley**, the guy in the secret cavern (see Chapter Nine if you've forgotten how to get there). You can recruit him now.

Go to the town of Kalekka, the settlement ruined by an earlier disaster. In the house nearest the abandoned hardware shop is Leon Silverberg. He asks you to tell Mathiu how impressive the Liberation Army is. Go back to the castle and talk to Mathiu. He gives you a note for Leon. Now change your party, taking out the four blacksmiths: Maas, Mose, Meese, and Moose. Go back to see **Leon** in Kalekka—he joins.

Now go to the Dragon Knights' Fortress and fly back to Seek Valley—the dragon is on the forecourt. Do you remember who's here? With the three blacksmiths in the party, **Mace** joins the Liberation Army.

Kanak*is recruited.*

Weapons

Sickle and Chain,
level 4**Quincy***is recruited.*

Weapons

Lightning,
level 6**Pesmerga***is recruited.*

Weapons

Death Crimson,
level 7**Leon***is recruited.*

Weapons

N/A

Do you let Mathiu oversee the training?

? decision

Go back to the castle HQ and visit the forge. Mace can upgrade weapons to level 16. Reconfigure your party and get some rest. Mathiu told you to, remember? Go to your quarters on level four, down the long corridor. Mathiu comes running—it appears he sent Kasumi and Krin into enemy territory, and they found there's an intelligence leak in the castle. He asks if he can oversee military training. It's a good idea to let him. You then sleep for the night.

The Battle at the Northern Checkpoint

Do you recruit Griffith or cut off his head?

? decision

The next day, go and talk to Mathiu. He says he's ready for the battle.

If you've anything you need to do, say you forgot something and come back later. If not, get going.

You're now marching on the Northern Checkpoint. Mathiu made us believe this was just a drill to confuse the spy in the army. It worked. Time for an army battle, in which you heavily outnumber the enemy. You should win easily. **Griffith** offers to join.

Recruit him—you need all the help you can get. His troops follow him, too. You're automatically transported home. Mathiu organizes separate strike forces to launch diversionary attacks while you, Mathiu, Kasumi, Krin, Griffith, and three others try to rescue Viktor and Warren from Moravia Castle. Your party consists of Krin, Kasumi, and three warriors of your choice.

Mathiu pretends Griffith has captured him as a ruse to enter the castle. Your party follows disguised as Imperial troops. Before pressing on to Moravia Castle walk back to the Northern Checkpoint and plunder the treasure chest seen there. Inside is the *Old Book Vol. 7*, the last in the series.

Now go north to Moravia. Your ruse gets you into the castle, where you must free your captured comrades. Griffith tells you the prison is on the top floor.

Are you ready yourself?

? decision

Griffith

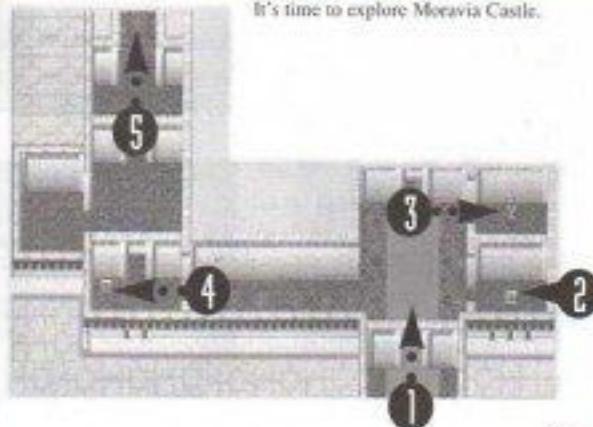
is recruited.

Weapon

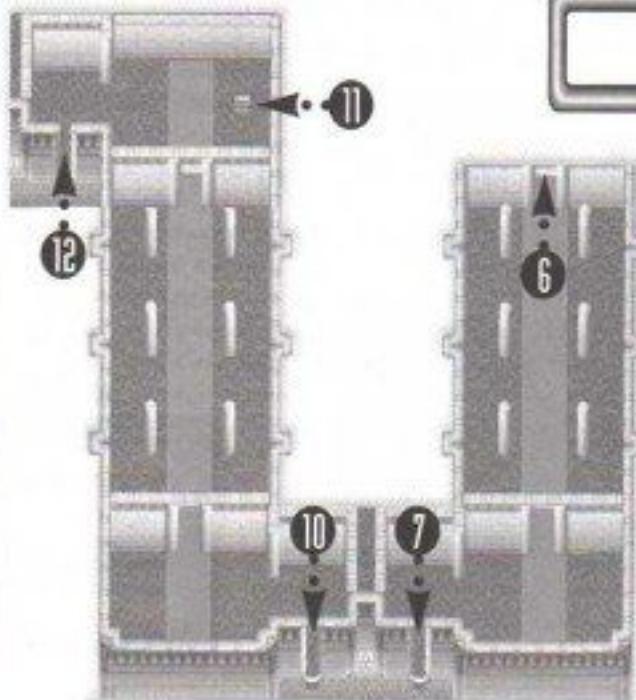
Black Blade, level 8

Inside the Castle

It's time to explore Moravia Castle.



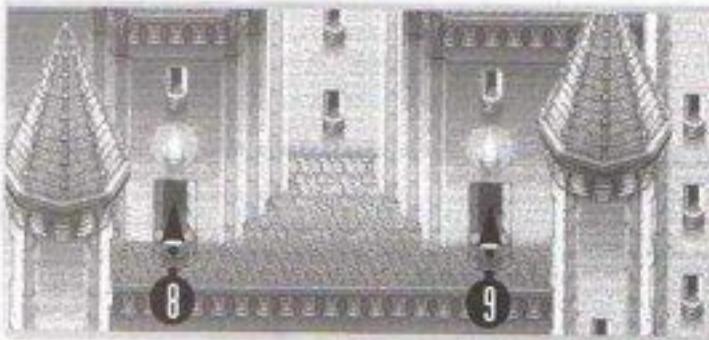
1. This is the entrance.
2. Here's a chest containing **Pink Paint**.
3. The keeper of records serves as a save post. You can rest here, too.
4. A chest containing **Taikosoku Wear**, an excellent suit of armor.
5. Climb the stairs to Level 2.



Level 2

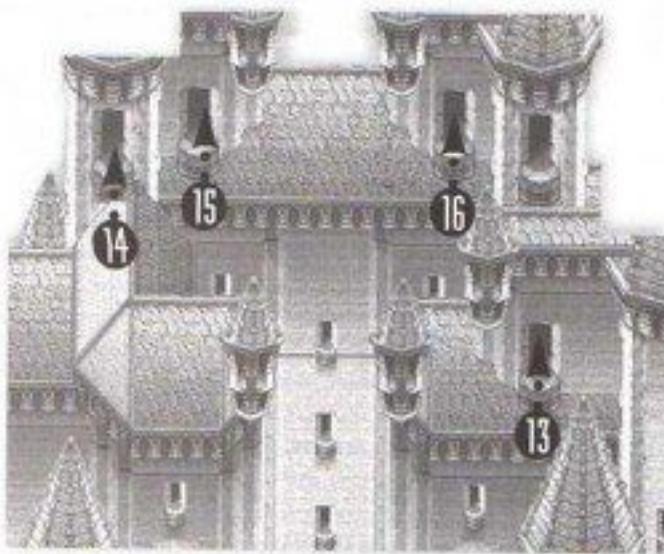
6. Walk through the small connecting room to this point and make your way south.
7. This walkway leads to the balcony.
10. Enter through this walkway.
11. You find **Mega Medicine**.
12. Leave through this door.

Balcony



8. From here, walk east to "9."
9. Reenter the castle here, appearing at "10" on Level 2.

Rope Bridge



13. The party enters here and questions whether it can make it across to "14." Krin builds a rope bridge—at last he's proven useful on this mission.
14. This leads to "15." Grab the Needle from the chest.
15. Leave here and enter "16."
16. In here you find Viktor and Warren at long last. Vincent is also in the jail. Warren joins

Warren

is recruited.

Weapon

Odin, level 12

Vincent*is recruited.*

Weapons

N/A

Mathiu talks to Kasim Hazil, turning down the chance to rejoin the Imperial Army. As they speak, a soldier arrives with a message; the Liberation Army surrounds the castle. Lepant and Humphrey arrive, as do yourself and Viktor. Mathiu demands **Kasim's** surrender. He does so, and is recruited.

You're advised to flee, and are automatically transported outside the castle. Go back in and return to the jail. Talk to **Vincent**—he joins.

Max*is recruited.*

Weapons

N/A

Open the chest nearby to find the **Mother Earth Crystal**. Now leave the castle and proceed to the Northern Checkpoint, south of Moravia. You meet **Max** and **Sancho**, who join.

Kasim*is recruited.*

Weapons

Emerald Moonlight,
level 13**Sancho***is recruited.*

Weapons

N/A

Back to HQ

Return to your castle. Go and talk to Mathiu in the fourth floor meeting room. Your next major target is the capital itself, but to get there you need to take the Fortress of Kwamba or the Floating Fortress. Lepant argues that you won't get enough boats to take the Floating Fortress of Shazaraza, but Mathiu says he can have 500 by tomorrow.

How do you feel about this?

Mathiu won't take "impossible" for an answer, so get to work. There now follows a series of short animation sequences between all of the characters. Tomorrow you're in for the fight of your life.

Go to the jetty and look at the boats—they're made of ice, frozen using the dragon's breath! Again you're given a choice of whether to move now or later.

Do you move now
or later?

? decision

If you've things to do, do them now and come back. If not, move.

Do you say this is
impossible or agree to
start now?

? decision

The Battle at the Floating Fortress of Shasaraza

You're facing a force of 17,000 with your own army totaling 18,200. Fight hard.

When you've won, save your game at the save sphere. Mathiu plans to burn the fortress with oil, but first you must send a party to the far end of it to close the gates. Viktor joins you, but the other four characters are for you to choose. Enter the castle by going north from the spot where you spoke with Mathiu. Go down the stairs.

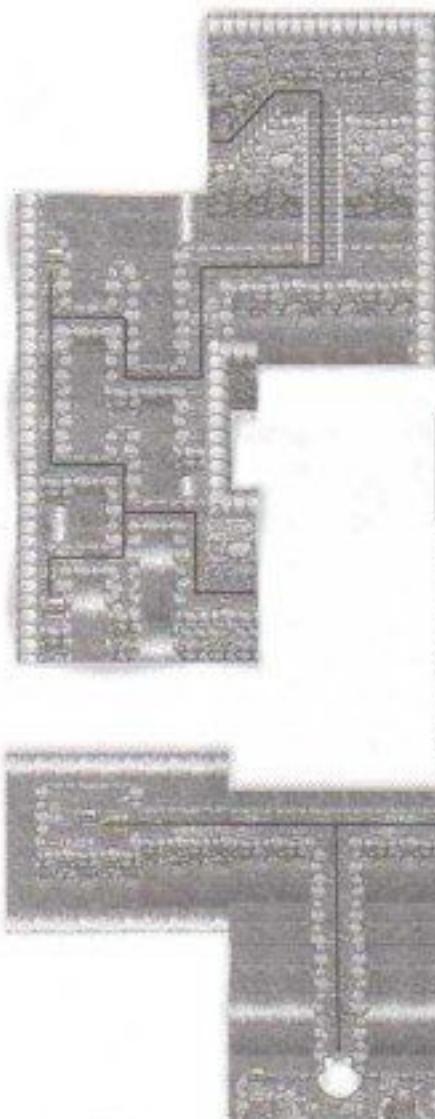
The Castle Sewers

Somewhere in the sewers is a wandering monster carrying Sound Setting 3. Follow the arrow through the sewers, collecting the Chaos Shield from the chest. Go up the steps.



If you have trouble with the Shef Venus and Sonya, transport your party back to HQ and re-equip yourselves, just after selecting your party. Make sure all characters have mega medicine and a sacrificial Buddha.

tip



More Sewers

Again, follow the arrow! The chests contain a Guard Ring and Master Garb respectively.

Yet More Sewers

Another path to pick through the waterways! The chest on the western pier holds Mega Medicine. The clam shell is a huge boss fight. It attacks by splitting pearls, inflicting over 200 points of damage. When you win, open the chest nearby—you find the Thunder Crystal. Viktor closes the floodgates nearby, and the party escapes—go back the way you came.

As you approach the steps, Sonya runs after you. She's the last of the five great generals. She asks why you rebelled.

What do you say?

? decision

Did anyone fail to guess the traitor was Sanchez? He's been at your castle

HQ for over half the game, but didn't appear on the stone tablet as one of the 108 stars? It

that isn't a dead giveaway, what is?

tip

Clive

is recruited.

Weapons

Turquoise Blue,
level 11

It doesn't matter—as you talk, the castle starts to burn. Sonya attacks. She's ridiculously strong for a single human character, but if you heal before you fight, you should be able to take her. If you fail, try going back to the castle HQ when you restart and re-equip your party before teleporting back to the fort.

After you win, Sonya tries to commit suicide but Viktor stops her. She's captured instead. Leave Shazaraza and talk to the crowd outside. It seems Sanchez was responsible for lighting the oil early—he's the traitor!

Flik tries to kill Sanchez, but Mathiu stops him. It's suggested that you return to the castle—you do so. Go to the jail in the lower basement and talk to Sonya (so that's what it was built for). You get the chance to ask her to join.

Do so. She points out she still hates you. Do you repeat your offer? **Repeat your offer and she joins.**

Now go to Rikon, and enter the bar. Clive should be there, dressed in a black cape. If he isn't, come back later. Recruit him.

This is the last of the 108 characters you sought! Go back to your castle.

Do you ask Sonya to join?

decision

Sonya

is recruited.

Weapons

Turquoise Blue,
level 11

The Bitter End...

Do you advance or wait?

decision

Do you go or wait?

decision

Guess what to do next? Surprise, surprise, you must go to the fourth floor and talk to Mathiu. He wants to march on the capital, but Liukan fears he should stay behind (he was wounded in the battle for Shazaraza). You're given a choice: **advance or wait?**

Mathiu won't take "no" for an answer (what a surprise), so you have to march on the capital.

The troops assemble in the meeting hall. Various characters offer speeches. Leknata says the rune of the gate is actually two runes, the entrance (carried by Windy) and the exit (held by herself). With a cry of "VICTORY!", the allied forces are assembled. When you reappear on screen again, talk to Mathiu. He asks for your orders.

If you want to rest or save, now is the time to do it. Make sure both Viktor and Flik have ultra-sharp weapons and super-armor too—you need them later. If not, give the order to advance.

The opposing forces number about 100,000 at first, but Leknast identifies many of them as monsters conjured by Windy. She uses her rune to help dispel them, but she hasn't the power to deal with that many. **What do you do?**

If you suggest the Soul Eater, Leknast says you should never use that rune. Instead, Joshua uses his power to boost that of Leknast. You now face 20,000 troops, and are still outnumbered. Use all your strategies for this fight. Your ninjas and thieves should soon even the score by revealing the enemy's plans.



As Yuber and the Imperial army fall, you realize that victory is in sight. Now you must advance on Gregminster. Viktor and Flik join you. The final three places in the troop are decided by yourself. It's not too late to use the Blinking Mirror and return to the castle for some re-equipping, either.

Gregminster's changed since you were last there. The wind is harsh and cruel, your old house is locked up, and the once-gray stones have become brown and miserable. Make your way to the palace (north across the drawbridge, if you've forgotten). You're stopped by Aim Gide. He won't let you pass; you have to fight him. Hit him with your strongest spells, then Blink-Mirror your way back to the HQ to rest and re-equip, especially with Mega Medicine and sacrificial Buddhas. If you're short of money, start selling items from characters you'll never use again.

Do you suggest the Soul Eater?

? decision

Make sure you use your ninjas in the last army battle. Knowing the enemy's intentions is essential if you're to beat the Imperial army.

Sánchez seems to have seen the error of his ways. He's now in the castle acting under Mathiu's orders as if nothing was wrong.

tip

Teleport back to Gregminster and advance into the palace and on to the throne room. It isn't easy—there are tough new monsters here. Use the Soul Eater's Deadly Fingertips spell here, as it's useless against bosses anyway.

When you can go no farther north, move west, then north up the stairs. Go south until you get back on the red carpet, then move north again. To the left of the throne is a door leading north. Go through it and proceed east to the stairs, go up. Get back onto the red carpet and follow it north. If you've followed our tips, you should cut your way through the Imperial Guard with ease.

When you get to the top of the castle grab the **Horned Helmet** from the treasure chest. There's another chest near the save sphere, containing a **Power Ring**. You're getting close—keep going upward and northward, staying on the red carpet as much as possible. When you reach the long corridor that's no wider than the carpet, you know you're close; heal your characters if necessary. You soon reach the rooftop garden from where Futch picked the flower—Barbarosa is there!

Barbarosa is under the power of Wisty. Bear him as ill will, but make sure you win.



He draws the Dragon King Sword and turns into a three-headed Golden Hydra. You fight each head as if it were a separate monster.



Strike for the left head first, then the right one, and finally the center.



The Golden Hydra attacks by wrapping his foe in a cocoon.

First attack the left head (bottom on the enemy list), then the right one (top), and finally the head in the center. Use your most powerful spells, but remember those designed to kill a single foe don't work on bosses. Barbarosa's own attacks are cruel, wrapping his target in a cocoon and doing over 300 points of damage.

He eventually succumbs, reverting to human form. Windy arrives. She's been controlling Barbarosa (as if we hadn't guessed), and isn't impressed by his defeat.

Windy's last attempt to take your rune is thwarted by the rune itself.



She attempts to take the Soul Eater from you, but is rejected by the rune itself. Barbarosa, free from her spell, grabs her and leaps from the balcony—they fall to their deaths. The palace shakes—Viktor suggests you escape. Do so. **As you leave, Imperial troops try to stop you leaving.** Viktor offers to stall them.

? decision

Let him stay—you're forced to do so anyway. A little later on **Flik** does the same.

Again, you've no choice—leave her behind. Outside there's much back-slapping and hugging. Mathiu hears the victory cries from his sickbed and the end sequence begins. Each character's destiny is revealed. The game is over and you have won—relax and enjoy the credits.

Do you let Viktor stay behind?

? decision

Appendix One

Cheeky Cheats and Handy Hints

The Coin Game, Rockland

Go to Marco, the woman who runs the coin-and-cup game in Rockland. The first time you play, the right-hand cup is the one holding the coin. Play again, and it's under the middle cup. Now, quit the coin game and return to Rockland. Speak to Marco again, straight away if you wish—the coin will again be found first under the right cup, then under the middle one. This works, however much you bet. Use this cheat to build up money reserves early in the game.

This money-making method also works when you meet Marco again in the Warriors' Village, but not in the castle.

The Painting, Neclord Castle

This bit is in the walkthrough, but so many people get stuck here we thought we would offer it again for easy reference. The order you view the pictures is (counting from left to right):

Beating Georges

Choose the game with five matching pairs and find a pair in or near the center of the square. The ripple effect of surrounding cards turning over usually clears up most of the rest, leaving you a simple task in finishing off in record time.

Building Your Levels

If the going is tough, you probably need to wander around and do some fighting. There are some great places to do just this:

- Kalekka: Full of tough monsters. Great for advancing levels into the high 30's.
- The Caves, Qlon: There are so many monsters here, you hardly need to leave the entrance chamber. Good for building money too.
- Neclord Castle: This place is a challenge, even after you have thrashed the vampire.

These areas are ideal for training low-level characters... they often advance several levels in a single battle. You can access these zones right away though, and they eventually become too easy to be of any use.

Stuck?

If you are at a loss as to what to do next, go and talk to Mathis. He often offers the key to the next section of the game.

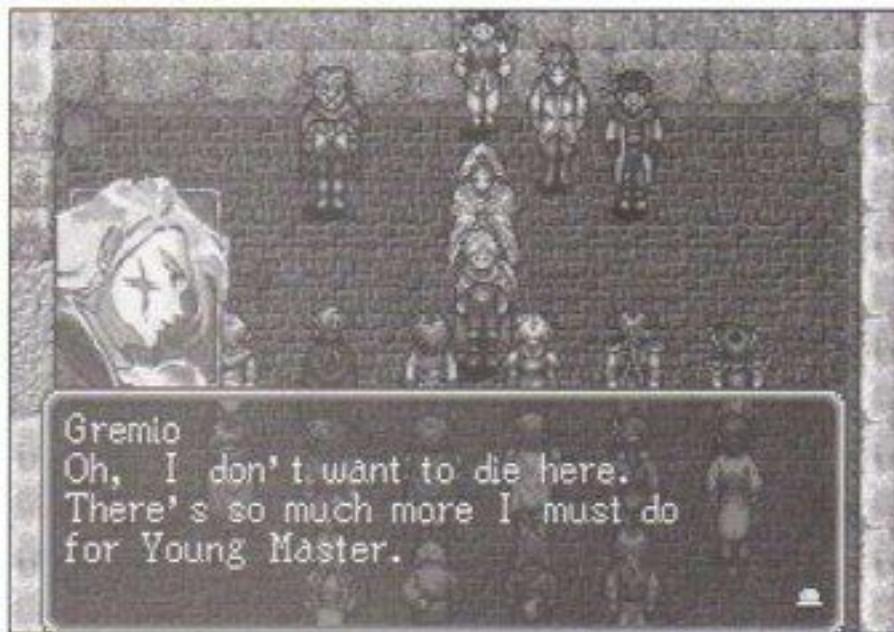
Beat Teo With Pahn...

As stated in the walkthrough, the odds are heavily against Pahn surviving his duel with Teo. However, if you equip him well, get his level into the low 30's, and his weapon sharpened to level 12 at Teon, it is in fact possible to win.

Teo is tough. To beat him you must play your cards exactly right. Because he over-uses the Desperate Attack move, you should keep choosing Defend—Teo's attacks then do more damage to him than to you. You should prove victorious, with Teo retreating along with Alten and Grenseal.

If you keep Pahn alive and recruit all possible characters, when Leknaat appears before the final battle she resurrects your old friend Gremio. He's a little confused at first, but once again very much alive.

The ending scarcely differs, though. You can now complete the game with all 108 characters still with you, though the ending scarcely changes.



Gremio is confused, but alive. If Pahn survives his battle with Teo, you can complete the game with 108 stars.

Utility Items

The utility items offer an interesting sideline to the main plot. Here's a guide to finding them:

Paints (used on Ivanov's mural)

- Black Paint Found in a chest at Liukan's Hermitage
- Blue Paint Buy from the hardware shop in Rikón
- Green Paint In a chest at the Neclord's Castle (section titled "Inside Again")
- Pink Paint At Moravia Castle, in a chest near the entrance
- Red Paint Found in Scarleticia Castle
- White Paint Found in a chest in Kouan
- Yellow Paint Buy it the hardware shop in Teien
- When the mural is complete, Ivanov gives you the binoculars.

Seeds (used to recruit Zen)

- Blue Seeds Buy from the hardware shop in Rikón
- Red Seeds In the Warrior's hardware shop
- Yellow Seeds Buy these from hardware shop in Teien
- All seeds are eventually sold at your castle's hardware shop.

Window Settings

- 0 In a chest at the Secret Factory
- 1 In a chest in Scarleticia
- 2 In a chest at the Dragon Knights' Fortress
- 3 From the wandering monster, in the Dragon's Den

Sound Settings

- 0 In a chest in Somiere
- 1 In a chest at the Neclord's Castle, on the third floor
- 2 In a chest in Seek Valley
- 3 Held by a wandering monster, at the Floating Fortress of Shusaraya

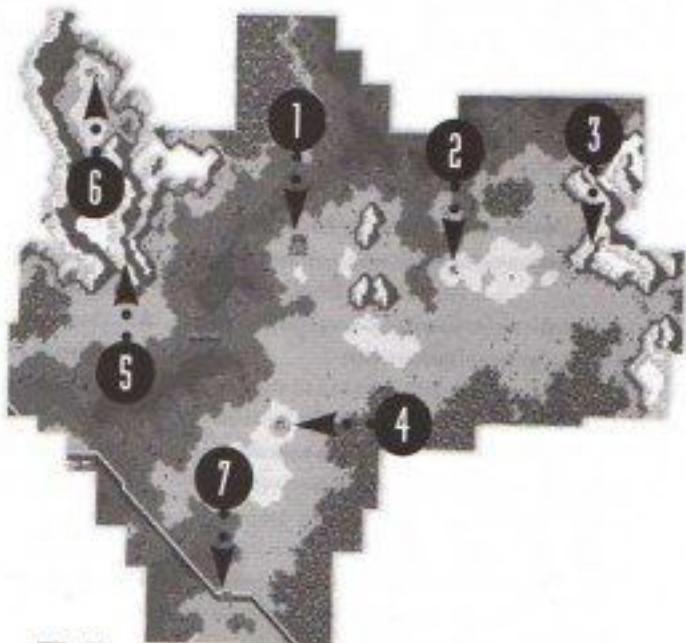
Old Book Volumes

- 1 In a chest at Pannu Yakuta
- 2 In a chest, at Qlon Cave 3
- 3 On the bookshelf behind Hugo, in Qlon
- 4 On the bookshelf, in the Dragon Knights' Fortress
- 5 In a chest, in the Dragon's Den
- 6 In a chest, in Somiere
- 7 In a chest, at the Northern Checkpoint
- 8 In a chest, in Kalekka

Appendix Four

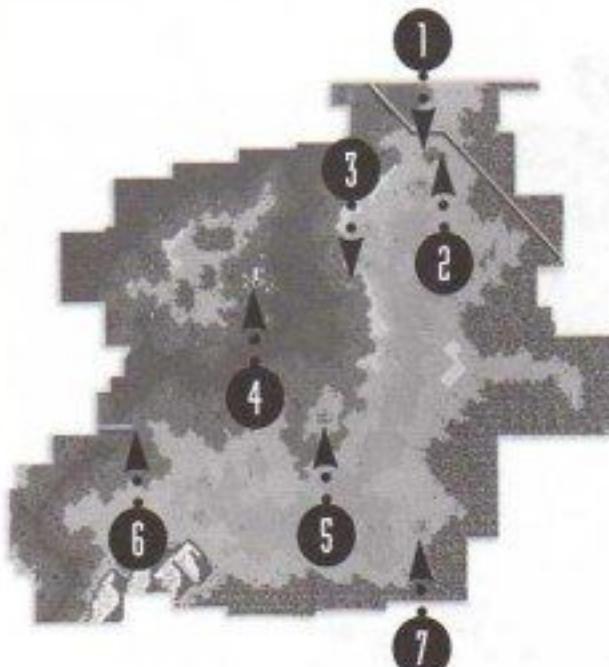
World Maps

Your journey through the lands within and outside the Empire is long and arduous. As with all journeys, it's much easier with a good map. Here are all the maps you need, showing the location of cities, castles, and other features.



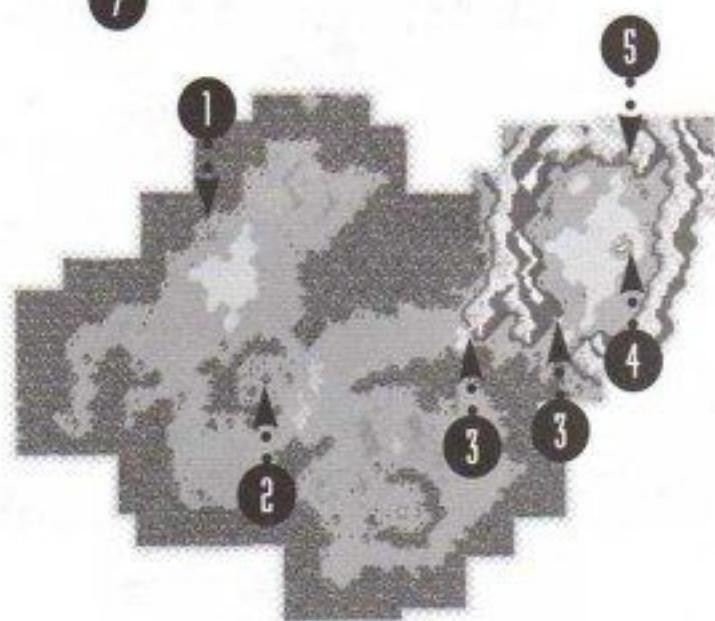
You start at Gregminster, capital of the Empire, but soon find yourself exploring mountain ranges and minor towns. Later still you venture north to Sarady, located in a box canyon.

1. Gregminster
2. Rockland
3. Mt. Seifu
4. Lenankamp
5. Mt. Tigerwolf
6. Sarady
7. Kwaoba



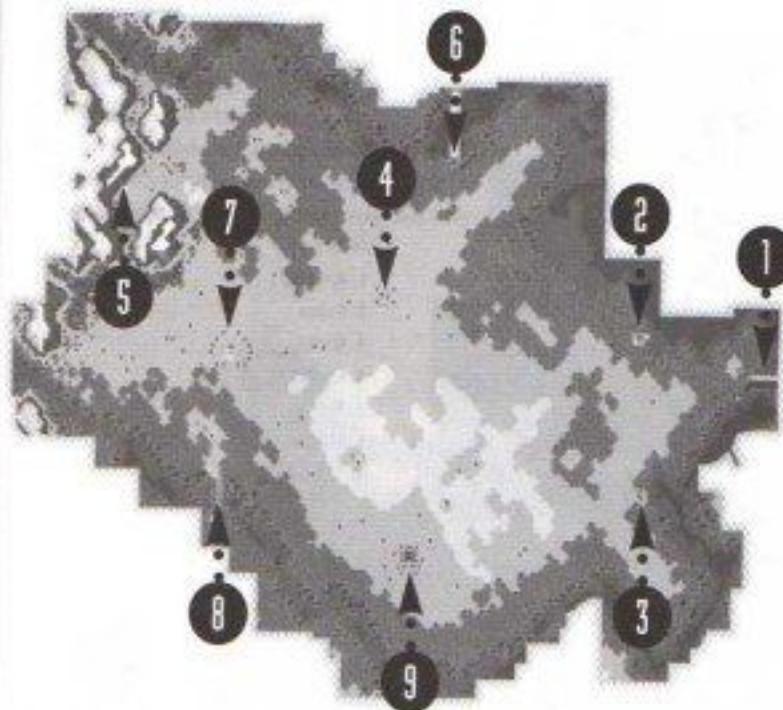
The lands south of the gate at Kwaba hold a few towns, including the Great Forest, gateway to the lands of the kobolds and the Elves. Over the water from Kaku is the castle you use as your home base.

1. Kwaba
2. Seika
3. Kaku
4. Castle HQ
5. Kovan
6. Garan
7. Forest Village



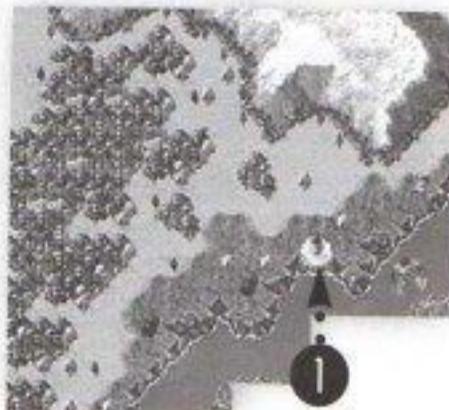
The second Great Forest town lies beyond the woods. Here too are the Villages of the Elves and Dwarves. The two races don't get along, but are forced into an uneasy alliance by the arrival of an Imperial general.

1. Great Forest
2. Village of the Elves
3. Dwarf Trail
4. Village of the Dwarfs
5. Dwarf Vault



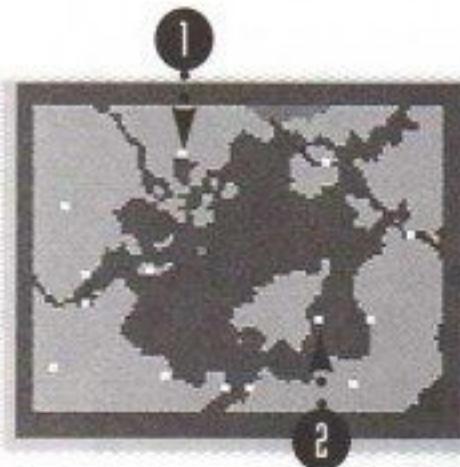
Over the bridge at Garan lies a huge wilderness. In the northwest is the Dragon's Den, gateway to the Dragon Knights' Palace. Scultericia, home of Milich Oppenheimer, is to the west and the Castle of Soniere is to the south.

1. Garan
2. Teien
3. Rikon
4. Antei
5. Dragon's Den
6. Northern Checkpoint
7. Scultericia
8. Lorimar
9. Soniere



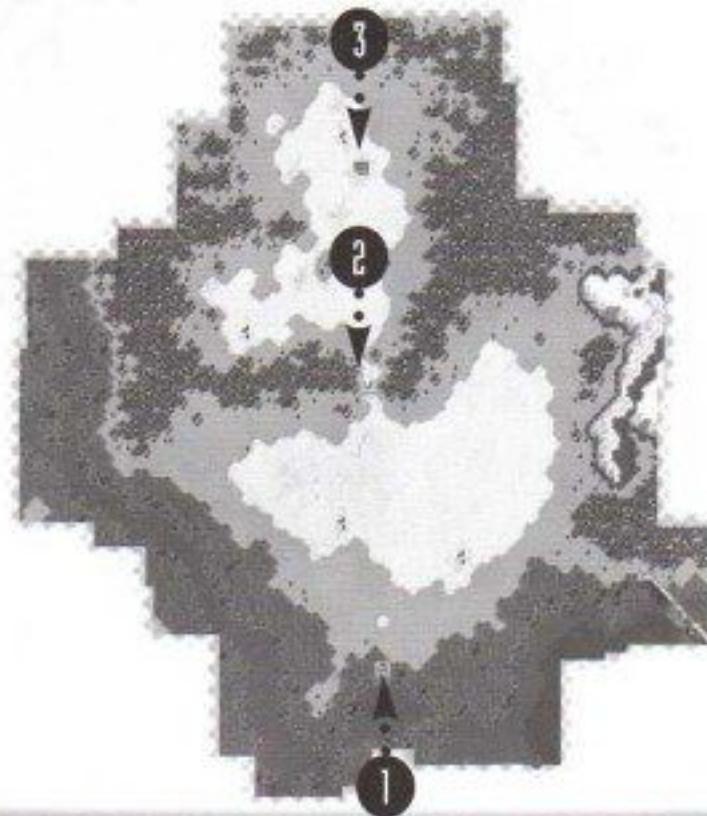
Liuksan's hermitage lies beyond the Duran Rapids. It's accessible only by boat.

1. Liuksan's Hermitage



Sail from your castle to the seaport Kirov, located where shown. It's the northern-most feature on the Suiko Map.

1. Kirov
2. Castle HQ

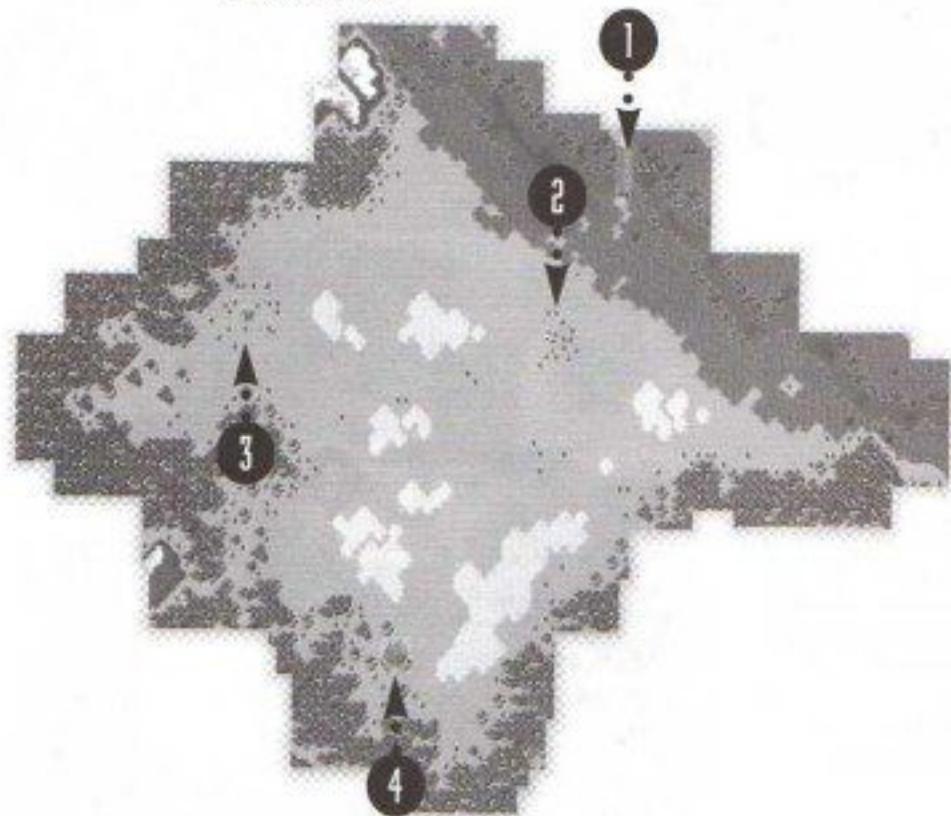


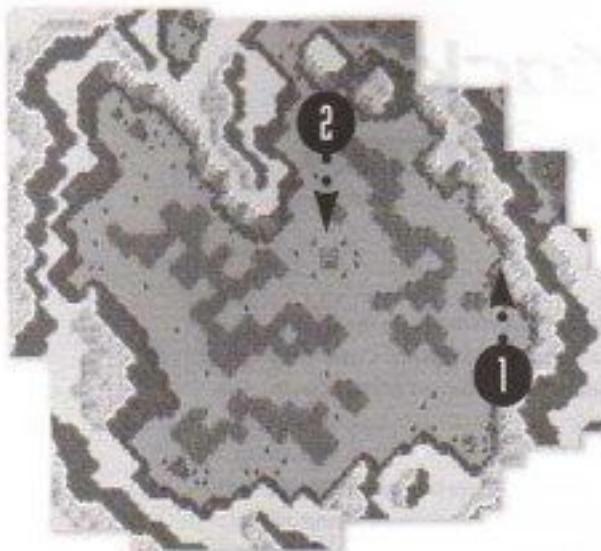
North of the seaport Kirov is the ruined town of Kalekka. Read the Old Book Vol. 8 to find out what happened here. Farther north still is the Secret Factory.

1. Kirov
2. Kalekka
3. Secret Warehouse

South of the bridge at Lorimer is the Warriors' Village. They're plagued by the vampire Neclord, who's castle is further south. In the west is the temple of Qlon.

1. Lorimer
2. Warrior's Village
3. Qlon
4. Neclord's Castle



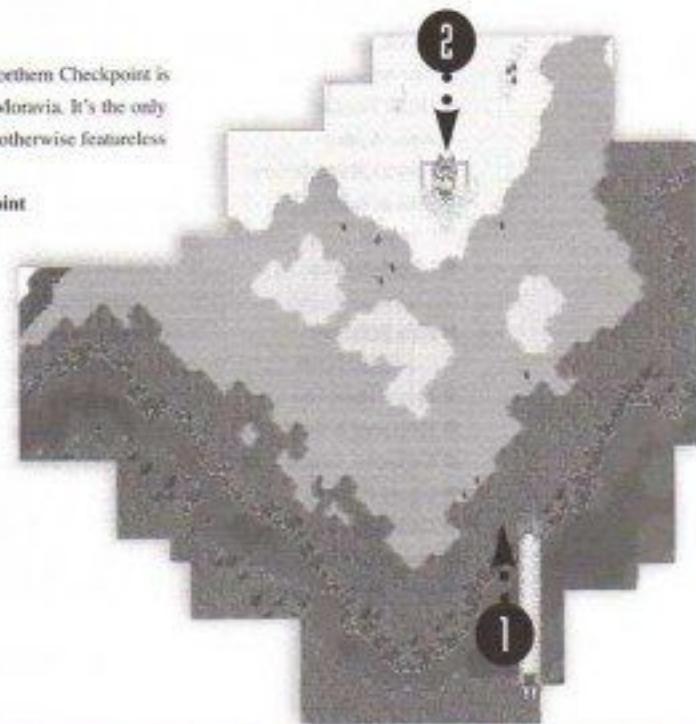


Beyond the Dragon's Den is the Dragon Knights' Palace. It's a magnificent place.

1. Dragon's Den
2. Dragon Knight's Palace

North of the Northern Checkpoint is the castle at Moravia. It's the only place of interest in an otherwise featureless wilderness.

1. Northern Checkpoint
2. Moravia



Appendix Five

Unite Attacks and Guardians

Unites

The Unite option is offered where characters can attack together instead of one at a time. The people who can combine in this manner and its effects are as follows:

● Anji, Kanak, & Leonardo	2.5x damage
● Cleo, Eileen, & Sonya	3x damage, all foes
● Cleo, Eileen, & Valeria	3x damage, all foes
● Flik, Alen, & Grenseal	2x damage
● Futch & Milia	2x damage
● Gen & Kamandal	2x damage
● Gen & Sansuke	2x damage
● Hix & Tengzar	2x damage
● Juppo & Meg	1.5x damage, all foes
● Kasumi, Kage, & Fuma	2.5x damage
● Kiris & Rubi	1x damage on all foes, but paralysed next round
● Kiris & Stallion	1x damage on all foes, but paralysed next round
● Kiris & Sylvina	1x damage on all foes, but paralysed next round
● Knin & Humphrey	2x damage
● Kuromimi & Gon	2x damage
● Kuromimi, Gon, & Fu Su Lu	3x damage
● Lepant & Eileen	2x damage
● Lepant, Eileen, & Sheena	2.5x damage
● Main Character & Kai	2x damage, all foes
● Pahn, Eikei, & Morgan	3x damage, all foes

- Stallion, Kirix, & Sylvina 2x damage
- Tai Ho & Yam Koo 3x damage,
but paralysed next round
- The five blacksmiths 3.5x damage
- Varkas & Sydona 2.5x damage

Experiment—you might find more.

Guardians

Some characters leap forward and take a killing blow for a friend. People who guard others in this way include the following:

Guardians	Guarded
● Cleo	Main Character
● Eileen	Lepant
● Eileen	Sheena
● Gon	Kuromimi
● Greemio	Main Character
● Hix	Tengazz
● Kasumi	Main Character
● Kilkis	Sylvina
● Kimberley	Tai Ho
● Lepant	Eileen
● Pahn	Cleo
● Pahn	Main Character
● Tai Ho	Yam Koo
● Yam Koo	Tai Ho

Again, experiment—there may be more.

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Ian Osborne is the author of *Killer Instinct Gold: The Unauthorized Guide*, *Blood Omen: Legacy of Kain Official Game Secrets*, *Sega Saturn Unauthorized Game Secrets*, and other Prima strategy guides.

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